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OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

FINAL FANTASY®
CRYSTAL CHRONICLES®
Ring of Fates™

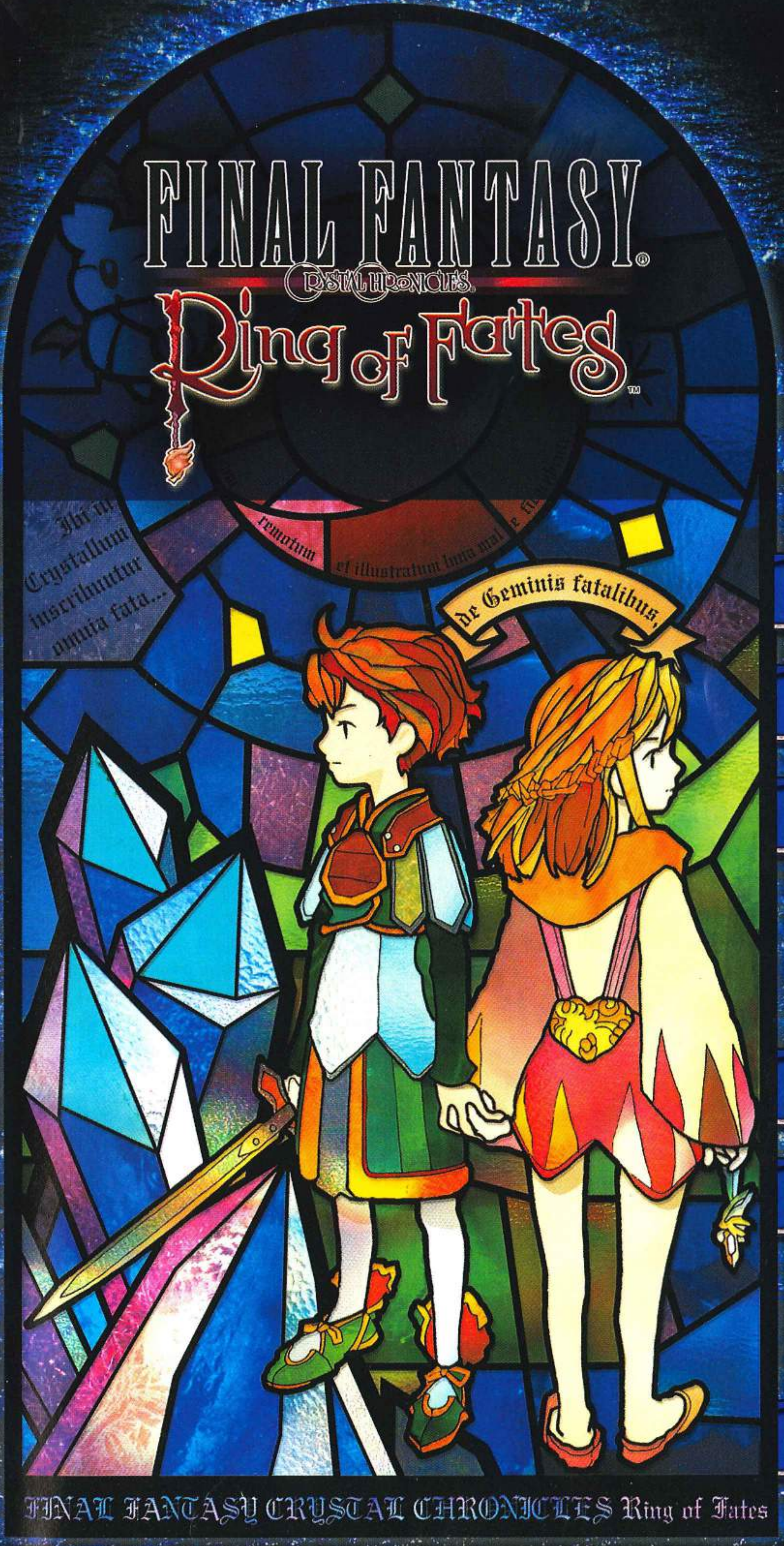
de Geminis fatalibus

COVERS NINTENDO DS™

BASED ON A GAME RATED BY THE ESRB
EVERYONE 10+
E 10+

SQUARE ENIX.

Written by Rick Barba and Adam Deats with contributions from Elizabeth Ellis


FINAL FANTASY®
CRYSTAL CHRONICLES
Ring of Fates™
Liber in Crystallum inscribuntur omnia fata...
remotum
et illustratum hunc mal
de Geminis fatalibus,
FINAL FANTASY CRYSTAL CHRONICLES Ring of Fates

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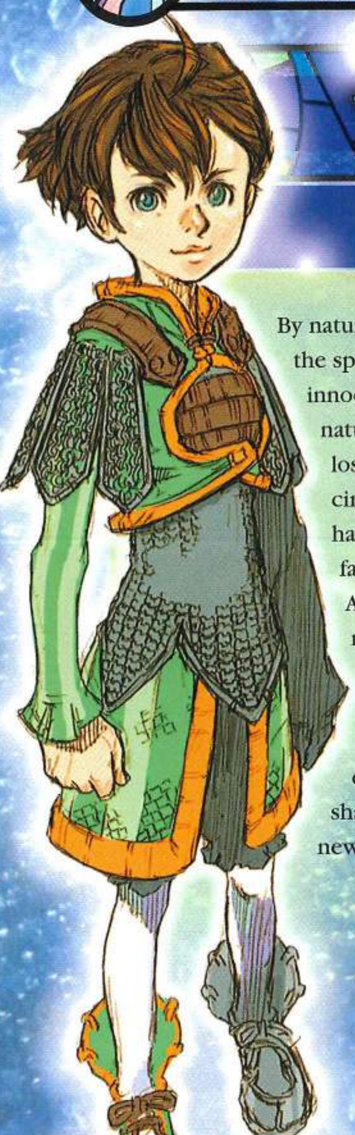
PART ONE THE WORLD GUIDE

The Story

The Crystal Temple in the royal city of Rebena Te Ra houses the Great Crystal, a holy source of power and counterbalance to the red moon and its "moontouched" acolytes. But now the balance seems to be tipping away from the wise rule of the past. The kingdom's most adept crystal users have disappeared, the king is suffering a mysterious decline, and dark, disturbing rumors are emerging from the temple. Not far away, in a tiny mountain village, the young twins Yuri and Chelinka live a seemingly idyllic life with their father Latov and two close family friends and neighbors, Alhanalem and Meeth. But the children were born with great power at their fingertips…and they are soon drawn into the vortex of intrigue that seems to seep like a stain across the land.

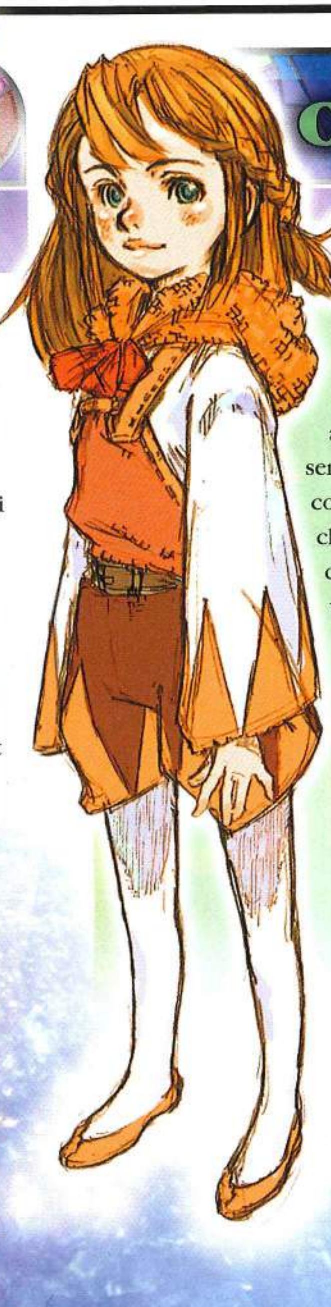
The Characters



Yuri

TRIBE: CLAVAT
AGE: 12

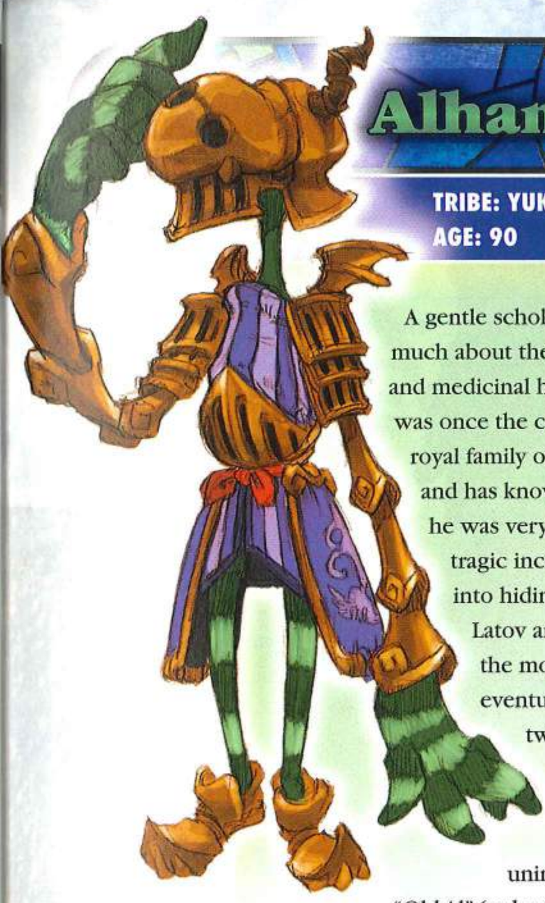
By nature, Yuri approaches the world in the spirit of discovery, fun, and wide-eyed innocence—a spirit tempered only by the natural caution of his twin sister. Having lost his mother Aleria under mysterious circumstances shortly after his birth, Yuri has been raised with loving care by his father Latov and his adopted family of Alhanalem and Meeth, the next-door neighbors. Until now he's lived a protected life surrounded by love and guidance. But the power of the crystals is in his blood, and he cannot escape his lineage. And soon, an earth-shattering event will force him to take a new path.



Chelinka

TRIBE: CLAVAT
AGE: 12

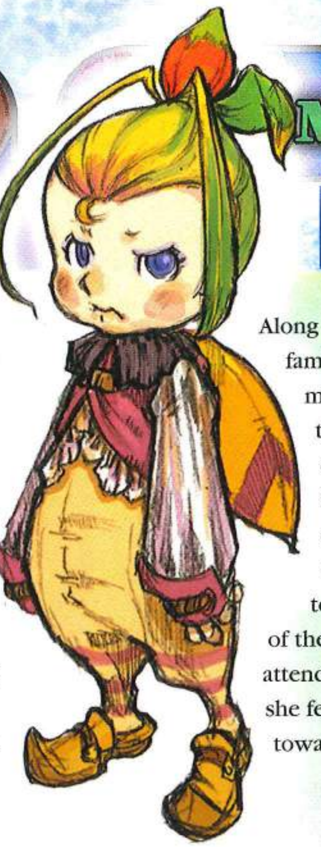
The twin who watches over Yuri, Chelinka is technically just minutes older than her brother, but she bears a secret inner power that gives her a sense of being much older sometimes. Their connection is more than just genetic; it is clear that together the twins share a great destiny that would elude them if they went separate ways. Chelinka's unique gift is a link to the crystals. Can she learn to use it for the good of all? Only if she can venture out with her brother in a journey far beyond the friendly environs of the old mountain village…



Alhanalem

TRIBE: YUKE
AGE: 90

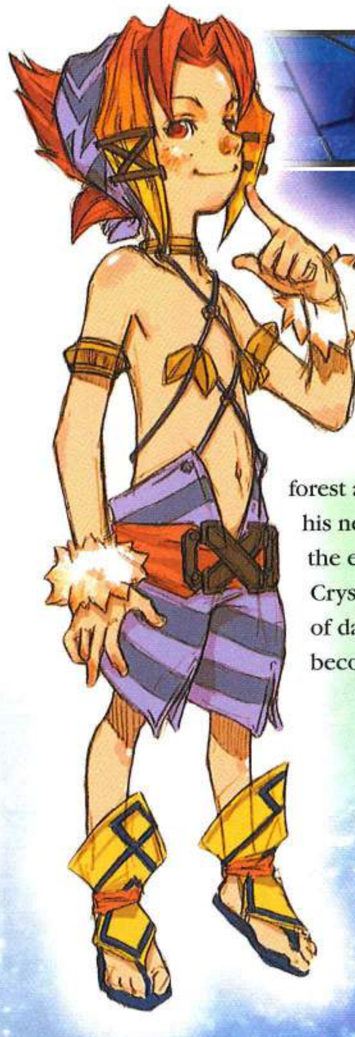
A gentle scholar who knows much about the ways of magic and medicinal herbs, Alhanalem was once the court mage to the royal family of Rebena Te Ra, and has known Latov since he was very young. After a tragic incident, he went into hiding along with Latov and Meeth in the mountain village, and eventually became the twins' mentor in the craft of magic. Wise, articulate, and sometimes unintentionally amusing, "Old Al" (as he is known to the children) is a good teacher, a great ally, and a trusted family friend.



Meeth Crym

TRIBE: LILTY
AGE: AROUND 40

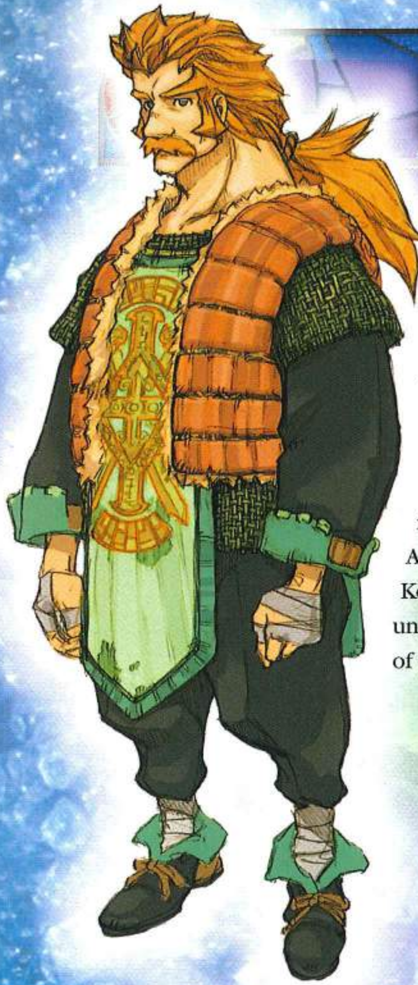
Along with Al, Meeth has made a surrogate family with Yuri and Chelinka. She has a mischievous personality beneath the trademark Lilty "cuteness." Indeed, Meeth can seem childish sometimes—such is the Lilty way—but she's definitely a caring adult. She's a top-grade alchemist, and like Alhanalem, has served as a teacher to the twins. A former member of the royal court along with Alhanalem, she attended the children's mother, Aleria. Now she feels a powerful sense of responsibility towards Aleria's offspring.



Gnash

TRIBE: SELKIE
AGE: 15

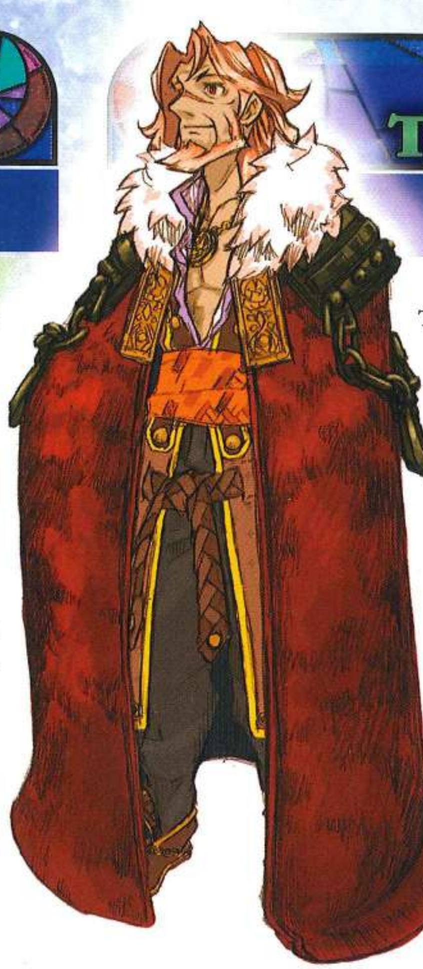
Gnash is a Selkie boy, a wild child of the woods, who joins the party in Abyssus Forest. His hometown was destroyed by a plague, but he escaped into the forest and grew up in the wild. But now his new home is slowly being ravaged by the effects of the evil experiments in the Crystal Temple. His finely tuned sense of danger and amazing physical skills become a great asset to the team.



Latov

TRIBE: CLAVAT
AGE: 40

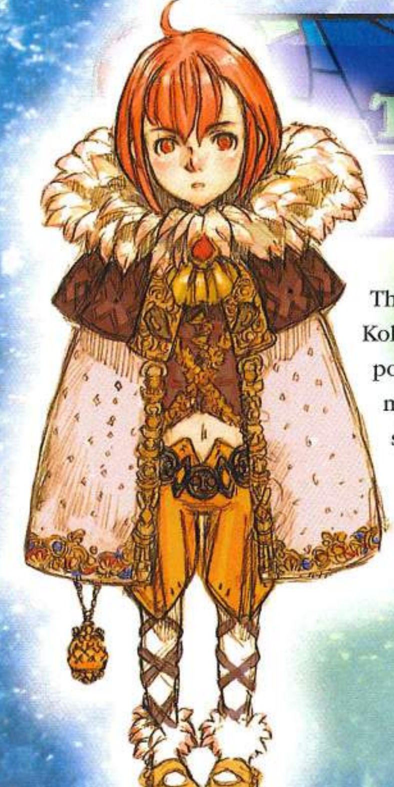
A highly skilled swordsman, the kind-hearted father of Yuri and Chelinka used to command the guard of the Royal Family. But a tragic event drove him into hiding in the mountain village with Aleria. He is old friends with Kolka, with whom he trained under the same instructor. Much of his skill passes on to his son…



Kolka Tawantyn

TRIBE: SELKIE
AGE: 38

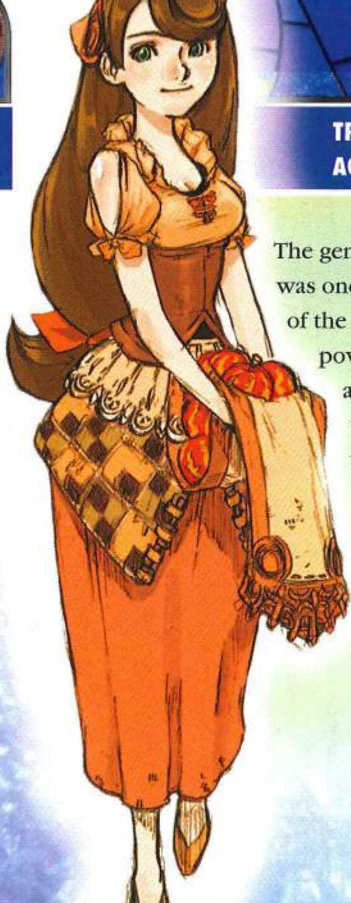
The venerable King of Rebena Te Ra is a great warrior and much loved by his people, but he's recently lost much of his old vigor due to a vague, undefined illness. Some believe it has to do with the great personal losses he's suffered. Perhaps it also has something to do with the secret maneuverings of those now associated with the Crystal Temple.



Tilika Tawantyn

TRIBE: SELKIE/CLAVAT MIX
AGE: 10

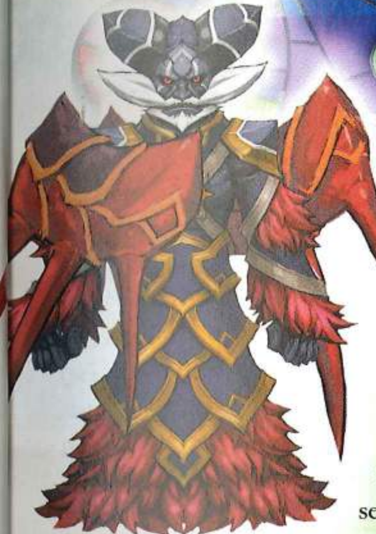
The sole, beloved daughter of King Kolka was also born in tune with the power of crystals, but that power made her the target of dark agents seeking that power for themselves. Her story is a sad one…



Aleria

TRIBE: CLAVAT
AGE: 29

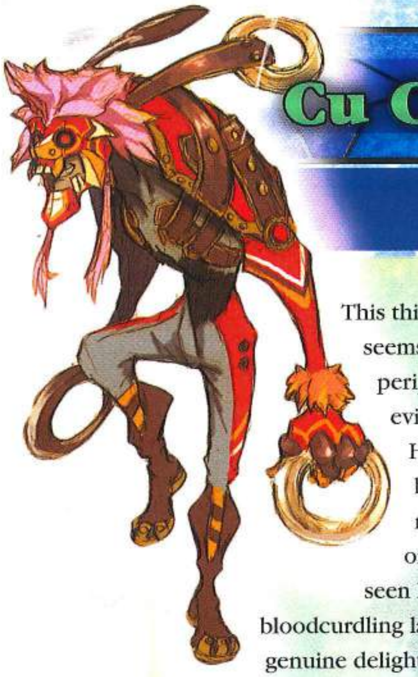
The gentle mother of the twins, Lady Aleria was once the royal court's leading practitioner of the crystal arts. Her attunement to the power of crystals was remarkable… and as with the princess, it also drew unwelcome attention. Her current whereabouts are unknown.



Galdes

TRIBE: UNKNOWN
AGE: UNKNOWN

Galdes is the mysterious hierophant who leads the Lunites. Although he serves in the Crystal Temple as hierophant, and commands great power, little of his past is known. He seems to be manipulating events toward some shadowy goal, but what could it be?



Cu Chaspel

TRIBE: UNKNOWN
AGE: UNKNOWN

This thin, serpentine figure seems to lurk on the periphery of events like an evil spirit made corporeal. He conceals his features behind a creepy, menacing mask—no one, it seems, has ever seen his true face. Chaspel's bloodcurdling laugh indicates his genuine delight in the suffering of others. What is the motive behind his unholy interest in Latov's family?

The Tribes

Your four party members in the Story Mode game each represent one of the four primary tribes in the kingdom ruled from Rebena Te Ra. Here's a closer look at each tribal group.

CLAVAT

Weapons used: Swords

Highest HP of all classes

Only tribe that can use the "Downward Thrust" attack

Easy to control, with high ATK and DEF stats

Level ability gives the opportunity to chain up to five attacks (can only chain up to three attacks at level 1)

Puzzle specialty: Iron Switch (use Downward Thrust attack to trigger this type of floor switch)

Summary: A well-balanced, easy-to-use class.

OTHER NOTES:

The Clavat's Charge Break ability has a very slow starting period. Unskilled players may want to avoid using it. It's better to stick with the Charge Attack, which is faster, costs less SP, and hits surrounding enemies.

The Impact Up equip ability is really useful to the Clavat. It increases the chance of inflicting the Stun status on an enemy, which knocks the target into a state where it cannot attack, but is still vulnerable to an assault.

YUKE

Weapons used: Staves

Extremely high MAG stat

Their Magic Bomb projectile attack is largely influenced by their MAG stat

As Yukes level up, they can use more Ring Locks, letting them cast multiple spells simultaneously

Level abilities give them greater elemental resistances

Note: you need a Yuke in your party in order to cast the powerful five-pile spells like Ultima

Puzzle specialty: Mage's Needle (use "magic thread" tribe ability to activate magic devices and platforms)

Summary: A superb magic-user. The normal attack is based on MAG as well, so this is not a problem for close-range attacks.

OTHER NOTES:

Yuke attacks hit twice at close range—one hit for the staff swing, another for the bolt the staff fires. In combination with the Charge Cancel technique, the Yuke can inflict massive damage in certain close range situations.

Yukes should have great success with ice-based spells. Casting Blizzard to freeze enemies then blasting them with a Charge Attack leaves foes open for further punishment while they are immobile. Attack options like this become extremely useful during your second playthrough, where enemies are harder to kill.

SELKIE

Weapons used: Bows

Highest SP of all classes

During a jump, press B Button again while in the air to "double-jump"

Normal attack has an extremely long range

As they level up, Selkies gain the ability to fire a spread of up to five projectiles in a single shot

Puzzle specialty: Targets, Balloons (shoot with arrows)

Summary: Great specialists. Can use a number of charged attacks and finishers. Level ability increases their chance of performing a critical hit.

OTHER NOTES:

Since Selkies can fire three to five arrows in an outward spread, their shots inflict more damage from close range. Getting in close to foes can be risky, but if the enemy is frozen, close range shots are a deadly option.

LILTY

Weapons used: Ladles

Highest ATK, DEF

Can take many actions using Lilty's pots (also called urns)

Can use Charge Attacks while moving, and are invincible while moving during a Charge Attack

Can create magicites and other items using tribal abilities

Puzzle specialties: Pot Tiles (summon a pot to create a range of effects), Narrow Passages (use rolling urn ability to get through), Ramps (use rolling urn ability to launch off and cross great distances), Pot Walls (break certain walls using rolling urn charged attack)

Summary: Lilties have a high DEF from the start, and quickly gain *very* high ATK starting at level 50. Lilties can also eventually use 3-chain attacks to become the best in-close fighters.

OTHER NOTES:

The Lilty Charge Attack goes into a heavy recovery period if you don't run into any walls during the attack. It's best to use the B Button to cancel the attack before you enter the recovery state.

PART TWO: GAME BASICS

Yes, this section offers you the basics. But it also assumes that you've read the game's instruction booklet and are familiar with the game controls—that you know how to start up the game, navigate menus, move your characters, swing your sword, sling your spells, and activate your special tribe abilities.

If you don't know how to do these things yet—if you haven't read the excellent FINAL FANTASY CRYSTAL CHRONICLES: Ring of Fates instruction booklet—then please do so now. We'll gladly wait for you right here, at the end of this sentence.

How to Use This Guide

In essence, Ring of Fates is about four things: exploration, combat, magic, and…well, shopping. Our Part Three: Story Mode and Part Four: Multiplay walkthroughs cover the "exploration" aspect, showing you where to go in our maps and detailed walkthroughs. To find all you need to know about shopping—acquiring scrolls, materials, and magic goods, forging/buying upgraded equipment, and other sundry items—please see our in-depth discussions and charts in Part Five: Data.

As for combat and magic…we'll discuss key aspects in depth right here in Part Two. So read on.

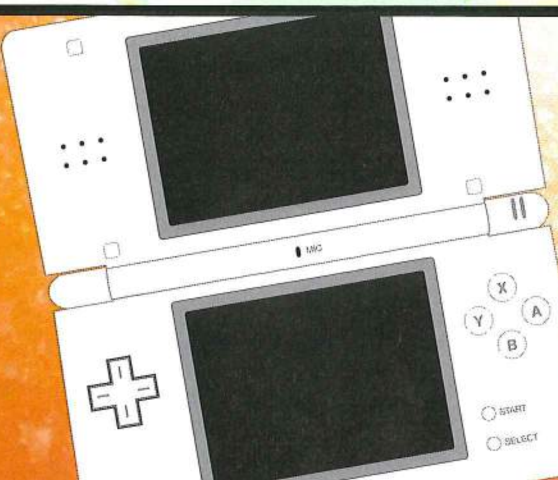
Combat Basics

We'll start our Combat section by quickly reviewing important info that's actually in the game's instruction booklet. But then we'll quickly get into more advanced combat tactics.

Fighting & Equipment Tips by Tribe

For profiles of each tribe in the game—Clavat, Yuke, Selkie, and Lilty—that include some useful combat tips, check out our section on "The Tribes" in **Part One: World Guide**.

Also consult the Equipment section in **Part Five: Data** for recommended equipment combinations for each tribe.



THE TEN TYPES OF ATTACKS

Combat is often about defending, sure, but from the perspective of most players, it's primarily about attacking. Ring of Fates features ten types of attacks, some of which are specific to certain tribes. In general, physical attacks draw from the character's ATK stat, and magic attacks from the MAG stat.

Yuke's Staff

Note that the Yuke's staff deals ATK-based damage with its melee hits while its magic bomb projectiles deal MAG damage.

Normal Attack

Just press the A Button. The exact attack depends on the tribe. For example, a Clavat swings his sword, and a Selkie fires his bow. Normal attacks can be blocked.

Jump Attack

Jump, then press the A Button to attack while still in the air. This can be blocked.

Lift Attack

Lift an enemy above your head with the Y Button and then press the A Button to inflict damage.

Downward Thrust

Clavats only. Jump over the target and hold down the A Button while still in the air. This attack becomes more powerful if you have the Dragoon Lore equipment bonus. (See the Equipment Bonuses section later in Part 2.)

Hanging Attack

While hanging onto a flying enemy, press the A Button to attack it from below.

Stomping

Hop atop an enemy and press the A Button to stomp on it. This works particularly well with larger enemies.

Throwing Attack

Lift up an enemy with the Y Button, get close to a wall, then press the A Button to toss the foe against the wall. Note: some enemies drop additional items when you do this!

Magic Attack

Hold down the X Button to make the target ring appear under your character, then use the +Control Pad to move the ring under your target. Release the X Button to cast or press the L Button to lock the ring in place.

Magicite Attack

Press the Y Button to lift up a magicite. Then move the +Control Pad in the direction you want to throw and hit the Y Button again to toss the magicite. The orb starts flashing and then explodes, inflicting its magic damage on any nearby foes. The amount of damage inflicted is influenced by the MAG stat of the character who throws the magicite.

You can also throw Dark Matter orbs at enemies to deal possible magic damage if you score a hit. (See the table at the right.) Note that when you toss Dark Matter, a "miss" effect still inflicts zap status. Note also that exploding Dark Matter has a one percent chance of unleashing the mega-powerful Ultima spell.

THROWING DARK MATTER

EFFECT	CHANCE EFFECT OCCURS (%)
Miss	50
Fire	15
Blizzard	15
Thunder	15
Quake	2
Meteor	2
Ultima	1

GENERAL COMBAT TACTICS

Let's start by reviewing four fundamental fighting tactics that apply to all tribes and characters:

Attack from the Enemy's "Blind Spot"

If you stand toe-to-toe and slug it out with a monster, chances are good that the beast will nail you hard with painful counterattacks. But most foes can counterattack only if you're in a fairly narrow arc in front of them. So hit enemies from directions where they can't hit back. Strike from the side or back, and if the foe has a short range, stand outside of it and use long-range attacks like bows, staves, and magic.

Use Unblockable Attacks

Many foes can use Guard to block some of your attacks, in some cases from all directions. But certain attacks are unblockable, overcoming Guard. Use downward thrusts, stomping, hanging attacks, magic, and Charge Attacks to deal reliable damage. Note, however, that some foes have elemental resistances that can render certain magic attacks less effective or even nullify them.

Exploit Elemental Weaknesses

Most enemies are weak against certain elements. (You can check the Bestiary in Part Five: Data for the elemental resistances/weaknesses of each enemy type.) When you attack with weapons or magic infused with elements against which your target is weak, you not only deal more damage but also extend the time of any status ailments you inflict. Tune the magic you use to exploit these weaknesses.

Deal Frost/Zap/Stun Status Ailments

If you can freeze, zap, or stun an enemy, you can briefly nullify their ability to deal damage, and thus nail them with straightforward attacks without fear of reprisal. Foes with Ice resistance are hard to freeze, however, just as foes with Lightning resistance are hard to zap and foes with Stun resistance are stunningly hard to stun. Also note that magic and status ailments don't affect foes that are in the Rage state, so be careful when you see the blue flame of Rage overhead.

HOW TO FIGHT EACH ENEMY SPECIES

Ring of Fates features 14 basic species of enemy, plus Dark versions of some foes. Each species has several different varieties—the Mu can come at you as a regular Mu, a Snow Mu, or a Vulcan Mu, for example. Although their stats may differ a bit, particularly those affecting which attack spells to use, the fundamental battle tactics remain the same when fighting all varieties of Mu. The same applies to other species.

Bestiary

For more info and detailed stats on each foe, check the Bestiary in **Part Five: Data**.

BAT

Types: Dark Bat, Bat, Fire Bat

If you're standing on the ground, Bats eventually descend to where your attacks can reach them. Watch out for their stomp after they descend; keep an eye on their shadows on the ground, move behind them, and then counterattack. Don't initiate hanging attacks on Bats: you can't dodge their counterattacks when dangling. But if you find yourself in their talons, by all means hack away as best you can until dropped.

BOMB

Types: Ice Bomb, Thunder Bomb, Sister Bomb, Father Bomb, Boss Bomb, Bomb, Mother Bomb

A Bomb can only attack in front of itself, so hit it from the sides or back. Careful! When a Bomb's HP gets very low, the beast begins a 5-second countdown in which you see it pulsating; if you don't hit it again, the creature explodes at the end of this countdown. The attack range of this Bomb explosion is wide, and inflicts huge damage. So when you see a pulsating Bomb, either hustle out of range or hit it again quickly to get the KO and halt the countdown. Note: exploded Bombs still drop items.

CLOUD BEE

Types: Cloud Bee

Cloud Bees have a small range; your attacks with sword or ladle can hit them from outside of their attack range. But you'll want to dance away before they advance to sting, which inflicts poison. It can be easier just to rely on long-range attacks like staves and bows. These bees appear to dart quickly but in fact they move slowly, so rush in for quick hits, then run away to avoid their sting. Cloud Bees keep appearing from their hive, so if you want to stop the bee flow you must destroy the hive. A Clavat with a good sword can do this with three or four jumping attacks.

CHIMERAS

Types: Chimaiga, Chimera

Chimeras are powerful enemies with no blind spot, but you can hit them safely in the brief lull after their attack. Circle and keep a medium distance, dodging their attacks and then pouncing hard with your counterattacks. As you circle, start storing up a Charge Attack and then unleash it as your counterattack when the time is right.

DAEDALUS

Types: Daedalus, Bossdalus

The big Daedalus can swivel and attack in any direction, but if you attack it from the side or the back it won't counterattack. Watch out for its 3-missile projectile attack; if you time it right you can hit your Y Button to grab an incoming Daedalus missile then hit it again to toss it right back at the source. Also, if you have the Arm Boost 2 or higher Equipped Bonus, you can lift the Daedalus and throw it. Then attack the monster while it's down. When it gets up, grab it and throw it again!

DARK FOES

Types: Dark Sahagin, Dark Skeleton, Dark Tonton, Dark Bat

Dark foes (partially transparent with a red glow in the center) take only partial damage when attacked. Start by casting a restorative spell like Cure, Clear, or Raise on dark foes to make them corporeal and visible. After being revealed, dark foes take damage as normal. When fighting the revealed creature, use the strategy appropriate to the enemy type—Bat, Skeleton, Goblin, or Sahagin.

FLAN

Types: Ice Flan, Dika Flan, Fire Flan, Flan

These foes are very adept at defense, having a 50 percent chance of blocking attacks from all directions. Hit them with magic and stomping attacks, which they can't guard against. Make sure you match up the right magic to the various Flan varieties, however. Regular Flans are weak against the Fire and Ice elements, but resistant to Lightning. Fire Flans are weak against Ice-based spells while Ice Flans are weak versus Fire and Lightning.

GOBLIN

Types: Hammer Goblin, Goblin, Goblin Lord

Goblins toss rock projectiles straight ahead from afar and then strike you with their fists when they get in close, so attack them from the side or the back. Goblins frequently crouch into a defensive stance; it looks like they roll up into a ball. Approach carefully! This stance gives Goblins a high chance to block attacks from the front and then counterattack. Hit a crouching Goblin from directions other than the front.

LIZARDMAN

Types: Lizardman, Lizard Lord

Lizardmen have a 15 percent chance of blocking attacks from the front, and they counterattack viciously after they guard, so it's dangerous to attack them straight on. Move around to attack a Lizardman from the side or the back, and start your attack from outside their range. Also, if you try to stomp these monsters you take damage from their spikes, so forget that attack.

MANDRAKE

Types: Onion Head, Walking Flower

When the flower on its head is closed, the Mandrake can spit projectile seeds out in front of it, and cast Fire and Slow spells too, so get around to the side or back to counterattack. When the flower opens, hustle away! The open Mandrake emits a noxious pollen field, and if you get too close it inflicts you with the Poison status ailment. Keep a good distance and use bows and magic to attack it.

MU

Types: Icarus Mu, Vulcan Mu, Snow Mu, Mu

The Mu uses short-range attacks and strikes by spinning its deadly tail around. This attack leaves the Mu with no blind spot; it can counterattack after any of your strikes. However, Mus are easy to stun, letting you get in another attack or two before they can counterattack. Mus have an especially difficult time against the Clavat's chain attacks.

SAHAGIN

Types: Sahagin, Sahadon, Dark Sahagin

While Sahagins are in the water, they're very hard to hit with swords or ladles. When they flop onto land, attack them from their blind spot in the back. Except for Dark Sahagins, their weak element is Fire, so attack them primarily with Fire magic. Yukes, with their high MAG stats, are your best attack option.

SEEDSPITTER

Types: Seedspitter

Seedspitters are rooted to the ground like the slimy flora they are. But while immobile, they can rotate 360 degrees, and can turn and spit seeds at you regardless of your approach vector. So attack from a direction it's not facing, get in as many hits as possible before it can turn, then hurry back. Watch for the Seedspitter's target ring and keep away from it, then circle and attack the nasty plant from a blind spot again.

SKELETON

Types: Skeleton, Skeletonton, Dark Skeleton, Dark Tonton

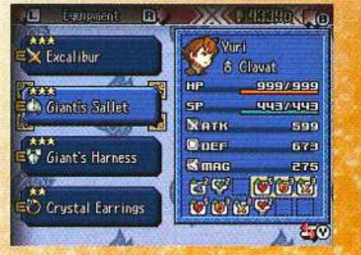
First, circle the bony foe a bit, inviting it to attack. When the Skeleton lunges at you, launch your counterattack. Slide to its side or back, where it can't block your attacks. Keep repeating these steps to defeat Skeletons without taking much damage.

SCARY SPIKE

Types: Spin Spine, Spine King, Needle Turtle, Lick Prickle, Boss Turtle

Spikes are blind to the side or back, but these armored turtles have a 15-18 percent chance of guarding from all directions. (Note: this percentage differs based on their variety.) Like Lizardmen, Spikes are spiky, so you can't use a stomping attack on them without taking damage.

EQUIPPED BONUSES



★★★ Excalibur

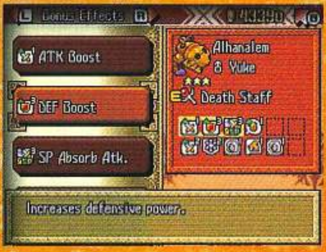
★★★ Giant's Sallet

★★★ Giant's Harness

★★ Crystal Earrings

Yuri
8 Clavat

HP 999/999
SP 443/443
ATK 599
DEF 673
MAG 275



ATK Boost

DEF Boost

SP Absorb Atk.

Alhanalem
8 Yuke

★★★ Death Staff

Increases defensive power.

Equipped Bonuses are additional effects that can be added onto your equipment during forging. There are 45 in all, and each one has its own Effect Level. The higher the Effect Level, the bigger the bonus. The Effect Level is shown as a number in the upper right corner of the bonus icon.

Additionally, equipping multiple items with the same Equipped Bonus causes the effect's power to stack. The only exception to this rule is any bonus that has an Effect Level limit of 1.

Equipped Bonuses and Effects

PARAMETER UP

ICON	EQUIP EFFECT	MAX LV	WEAP	HELM	ARM	ACC	EFFECT
	ATK Boost	5	0	0	0	0	Increases ATK based on effect level
	MAG Boost	5	0	0	0	0	Increases MAG based on effect level
	DEF Boost	5	0	0	0	0	Increases DEF based on effect level
	HP Boost	5	0	0	0	0	Increases Max HP based on effect level
	SP Boost	5	0	0	0	0	Increases Max SP based on effect level
Add Ability							
	Focus Boost	3	0	0	0	0	Reduces damage received while casting spells, based on effect level
	Arm Boost	3	-	-	0	-	Can lift enemies of heaviness lower than effect level; can throw enemies further
	Body Boost	3	-	-	0	-	Increases endurance and reduces damage reactions. The higher the effect level, the lower your recovery period when hit or knocked down.
	Impact Boost	3	0	-	0	-	Attacks gain a Stun ability based on effect level
	Lady Luck	3	0	0	0	0	Increases Luck (*1) based on effect level
	Anti-Burn Boost	3	0	0	0	0	Gains fire resistance based on effect level, reduces damage from enemy elemental attacks
	Anti-Frost Boost	3	0	0	0	0	Gains ice resistance based on effect level, reduces damage from enemy elemental attacks
	Anti-Zap Boost	3	0	0	0	0	Gains thunder resistance based on effect level, reduces damage from enemy elemental attacks
	Anti-Stun Boost	3	0	0	0	0	Gains Stun resistance based on effect level, shortens time spent in Stun status
	Anti-Warp Boost	3	0	0	0	0	Gains gravity resistance based on effect level, shortens time spent in gravity status
	Anti-Dark Boost	3	0	0	0	0	Gains dark resistance based on effect level, shortens time spent in the following status effects: Poison, Blind, Curse, and Doom.
Charge							
	Fast Charge	3	0	0	0	0	Shortens time period for Charge Attacks based on effect level
	Tribal Secrets	3	0	0	0	0	Reduces SP consumption for Charge Attacks and race abilities based on effect level
Ring							
	Ring Speed	3	0	0	0	0	Increases movement speed of target ring based on effect level
	Ring Root	1	0	0	0	0	Cancels bosses' ring break (*2) ability against target rings
Regen							
	HP Regen	3	0	0	0	0	Recovers HP to maximum level based on effect level
	SP Regen	3	0	0	0	0	Recovers SP to maximum level based on effect level

PARAMETER UP

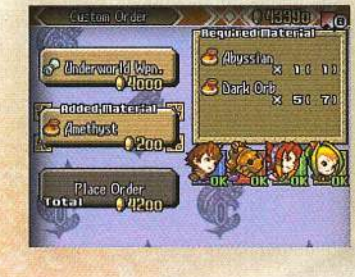
Knowledge							
	Warrior's Eye(*3)	1	-	0	0	0	Allies attack enemies more frequently
	White Mage's Eye(*3)	1	-	0	0	0	If allies' Pocket Panels are set to Cure, Clear, or Raise, they will use them automatically
	Black Mage's Eye(*3)	1	-	0	0	0	If allies' Pocket Panels are set to Fire, Blizzard, or Thunder, they will use them automatically
	Thief's Eye(*3)	1	-	0	0	-	Equipper will be targeted by enemies less often
Lore							
	Dragoon Lore	3	0	0	0	0	Damage dealt from jump attacks and drop attacks increases based on effect level
	Samurai Lore	3	0	0	0	0	Increases critical hit rate based on effect level
	Monk Wisdom	3	0	0	0	0	Damage dealt from above-head attacks and trample attacks increases based on skill level
	Red Mage Wisdom	3	0	0	0	0	Shortens effect time of status effects cast on equipper based on effect level
	Sage Wisdom	3	0	0	0	0	Increases effect time of status effects cast on enemies based on effect level
	Ninja Lore	3	-	0	0	0	Decreases damage dealt in falls based on skill level
	Scholar Wisdom	3	-	0	0	0	Increases potency of potions and ethers based on skill level
Power							
	Crimson Essence	3	0	0	0	0	Increases power of Fire spells based on skill level
	Azure Essence	3	0	0	0	0	Increases power of Ice spells based on skill level
	Amber Essence	3	0	0	0	0	Increases power of Thunder spells based on skill level
	Jade Essence	3	0	0	0	0	Increases HP restored by Cure and Raise spells based on skill level
Absorb							
	HP Absorb ATK.	3	0	-	-	0	Partially converts damage dealt into HP restored, based on skill level
	HP Absorb Def.	3	-	0	0	0	Partially converts damage received into HP restored, based on skill level
	SP Absorb ATK.	3	0	-	-	0	Partially converts damage dealt into SP restored, based on skill level
	SP Absorb Def.	3	-	0	0	0	Converts portion of damage taken from enemy into your SP.
Wisdom							
	Smart Riches	3	0	0	0	0	Increases gil received based on skill level
	Smart Valor	3	-	0	0	0	Increases experience received based on skill level
Food							
	Fruit Boot	3	0	0	0	0	Increases SP restored from eating fruit, based on skill level
	Veggie Might	3	0	0	0	0	Increases HP restored by eating vegetables, based on skill level

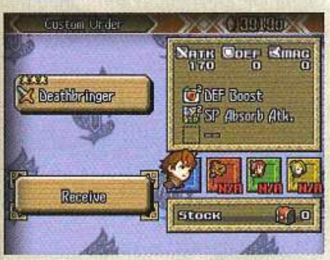
*1: Influences damage dealt to enemies, critical hit rate, and item drop rate

*2: This refers to when the red crystal's power breaks the target ring. This occurs five seconds after the red crystal starts to glow, and destroys the allied target ring. All bosses can use this ability.

*3 Only has effect in Story mode.

CHOOSING EQUIPPED BONUSES WITH EXTRA MATERIALS





Forged equipment contains one to three star markers. These stars indicate the item's rarity and the likelihood of the weapon gaining Equipped Bonuses. The higher the rarity rating is, the greater the chance of getting strong Equipped Bonuses.

Item rarity is determined by whether or not Extra Materials have been used during the item's forging. Extra Materials are gemstones added to the item's already existing recipe. An item forged with a Petite Gemstone gains a two star rating, while items forged with a Refined Gemstone have three stars. If you don't use any Extra Materials, there is a 50% chance that the item will still get a one star rating when forged.

Once a weapon's rarity rating has been determined, Equipped Bonuses are randomly chosen from the rarity rating's pool of abilities. The bonuses available are listed in the Equipment Data section of Part Five: Data along with each item's statistics.

Though normally the selection is random, it's possible to manipulate the way forging works and obtain specific abilities within a rarity set. This is done inherently by adding Extra Materials during the item's forging. Each gem type has a specific set of abilities attached to it. If one of the stone's bonuses is present within a rarity group, then that ability is automatically selected as one of the abilities earned.

HOW TO DETERMINE POTENTIAL EQUIPPED BONUS

As shown in the Bastard Sword's bonus table, the three star rarity rows are accompanied by three Equipped Bonus columns. When a rarity rating is determined for a weapon, abilities are selected from the Equipped Bonus columns from left to right (within the same row as the first ability chosen). For example, if your Bastard Sword is given a three star rating, then any of the abilities within Equipped Bonus column 1 could be selected. If HP Boost 3 is the ability selected, then SP Boost 3 would be the next bonus obtained. From there one of the bonuses from Equipped Bonus 3 is selected, which will be either Fast Charge 1 or Tribal Secrets 1.

If you use a gemstone that harbors one of the abilities found within its corresponding rarity pool, then one of the rows containing that bonus is chosen. For instance, since the Petite Ruby has the ATK Boost ability, attaching it to the Bastard Sword during forging would select ATK Boost 2 from the two star rarity column. From there the HP Boost 2 ability is added.

BASTARD SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Steel Weapon	350	175	40	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Boost 2	-
	HP Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	HP Boost 3	Fast Charge 1 Tribal Secrets 1
	ATK Boost 5	HP Boost 5	-
	HP Boost 3	SP Boost 3	Fast Charge 1 Tribal Secrets 1
	HP Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1 Tribal Secrets 1
	SP Boost 5	ATK Boost 5	-

EXTRA MATERIALS AND EQUIPPED BONUS RECAP

1. Each piece of equipment has a fixed set of Equipped Bonuses that can be assigned to it.
2. Each Bonus also has a corresponding piece of Extra Material.
3. If a piece of material is used that doesn't correspond to one of the equipment's pool of potential Equipped Bonuses, a Bonus is chosen randomly from its potential pool.

Forging Advice

Forging an item with the perfect set of Equipped Bonuses can be both expensive and time consuming. Instead of wasting your materials on unwanted items, save your game before creating the item, then reload your save file if you aren't happy with the item created. Use the soft reset function to make restarting your game a faster process (press Start + Select + L Button + R Button together at the same time).

EQUIPPED BONUS MATERIAL CHART

The following chart indicates what Extra Materials to use during forging in order to obtain each Equipped Bonus. Refer to the Equipment Data section of this guide in Part Five: Data to learn what kinds of equipment to create in order to gain certain Equipped Bonuses.

EQUIPPED EFFECT	GEMSTONE	PETITE GEMSTONE
SP Boost	Amethyst	Petite Amethyst
Tribal Secrets	Amethyst	Petite Amethyst
Anti-Warp Boost	Amethyst	Petite Amethyst
Fast Charge	Amethyst	Petite Amethyst
Veggie Might	Amethyst	Petite Amethyst
Ring Speed	Amethyst	Petite Amethyst
Ring Root	Amethyst	Petite Amethyst
Amber Essence	Citrine	Petite Citrine
Anti-Zap Boost	Citrine	Petite Citrine
Ninja Lore	Citrine	Petite Citrine
DEF Boost	Citrine	Petite Citrine
Body Boost	Citrine	Petite Citrine
HP Regen	Crystal	-
SP Regen	Crystal	-
Lady Luck	Crystal	-
Smart Valor	Crystal	-

EQUIPPED EFFECT	GEMSTONE	PETITE GEMSTONE
HP Boost	Emerald	Petite Emerald
Scholar Wisdom	Emerald	Petite Emerald
Anti-Stun Boost	Emerald	Petite Emerald
White Mage's Eye	Emerald	Petite Emerald
Fruit Boot	Emerald	Petite Emerald
Smart Riches	Onyx	Petite Onyx
Thief's Eye	Onyx	Petite Onyx
HP Absorb ATK.	Onyx	Petite Onyx
SP Absorb ATK.	Onyx	Petite Onyx
HP Absorb Def.	Onyx	Petite Onyx
SP Absorb Def.	Onyx	Petite Onyx
Anti-Dark Boost	Onyx	Petite Onyx
Arm Boost	Ruby	Petite Ruby
Impact Boost	Ruby	Petite Ruby
Samurai Lore	Ruby	Petite Ruby
Crimson Essence	Ruby	Petite Ruby

EQUIPPED EFFECT	GEMSTONE	PETITE GEMSTONE
Warrior's Eye	Ruby	Petite Ruby
ATK Boost	Ruby	Petite Ruby
Anti-Burn Boost	Ruby	Petite Ruby
Monk Wisdom	Ruby	Petite Ruby
Dragoon Lore	Ruby	Petite Ruby
Red Mage Wisdom	Sapphire	Petite Sapphire
Black Mage's Eye	Sapphire	Petite Sapphire
Sage Wisdom	Sapphire	Petite Sapphire
Anti-Frost Boost	Sapphire	Petite Sapphire
Azure Essence	Sapphire	Petite Sapphire
Focus Boost	Sapphire	Petite Sapphire
Jade Essence	Sapphire	Petite Sapphire
MAG Boost	Sapphire	Petite Sapphire

OTHER COMBAT NOTES

TAKING ADVANTAGE OF KNOCKDOWN

A handful of attacks carry the ability to knock an enemy off its feet (or paws, or talons, or whatever it stands on). Whether or not the enemy is knocked down depends on the attack used and the enemy's Sturdiness stat (the measure of knockdown susceptibility listed in our Bestiary in Part Five: Data).

For example, the Clavat's Charge Attack, his tribe ability attack, and the fifth hit of his chain attack all have the knockdown property. However, these attacks only knock down enemies with the two lower levels of Sturdiness rating. On the other hand, the Yuke's Charge Attack has the ability to knock down enemies with a higher Sturdiness rating. The same goes for the Clavat's Charge Break.

Knockdowns are useful because they knock your foe into a state where he cannot initiate actions, yet is still vulnerable to attack. All attacks on a knocked-down enemy are guaranteed and inflict full damage. Getting knocked down leaves the enemy vulnerable to spells, too; knockdown is an easy way to land attack spells... and especially piled spells, which take longer to set up. This is particularly useful with the Yuke tribe, which has the strongest MAG damage output.

Knockdown Example Combos

Clavat:

Charge Attack--> walk up, Chain Attack x 5

Charge Attack--> cast Blizzard on the fallen enemy to freeze them, walk up, Chain Attack x 5

Land a hit with tribe ability, then continue to hit the fallen enemy with tribe ability strikes (not SP-efficient)

Yuke:

Charge Attack--> cast piled spell like Firaga (very difficult, must be done quickly, preferably against a knocked-down enemy that lands nearby)

MOVEMENT CANCEL

Normally, when attacking from a neutral position, the ending to a physical attack has a heavy recovery period. However, this recovery period can be canceled by inputting the command for a movement (pressing any direction on the +Control Pad). This has two major benefits: the ability to evade an incoming enemy attack whenever you're recovering from a move, and the ability to continuously attack without any major breaks between attacks.

The latter is done by pushing the +Control Pad towards the enemy while you're attacking. Though every race can do this to some degree, the effect is most dramatic and useful with the Clavat's chain attacks. (The movement cancel is almost useless with the Yuke and Selkie.) When moving, a Clavat can attack continuously without a single break between swings. However, it's worth noting that this ability becomes less valuable to a Clavat character once he earns the Chain 5 level ability, which carries a heavy recovery period that isn't totally eliminated by moving.

CHARGE CANCEL

Before entering the charging period required for performing a Charge Attack, all tribes but the Selkie initiate a single attack when the A Button is first pressed, then start charging up. The charging period can then be canceled by releasing the A Button. Entering a charge state, then canceling the state, causes the first attack to recover faster than it normally would.

This is worth noting for one specific reason. The Yuke's magic bomb projectile attack has a relatively long recovery period. Even when using the movement-cancel technique (see the previous section) the recovery period is still long. This period can be cut in half, however, if you press and hold the A Button to hurl the magic bomb and quickly enter a charge state, then immediately release the button to exit the state. You can then press the A Button again to quickly fire another bomb right behind the last.

HP 331/331
SP 452/452

With a little timing, this technique substantially decreases the recovery time between each Yuke projectile and enables you to fire them at a rapid pace. This is more than a slight improvement to their normal attack; indeed, the difference is so great that it allows Yukes to go toe-to-toe with the Clavat tribe in raw damage output.

All tribes but the Selkie can use this technique, but it's only really useful with the Yuke. The Lilty can use it to attack slightly faster than they normally do when walking, but the difference is minimal.

Take note that this technique does not use SP, as the charging sequence never finishes.

USING BLIZZARD

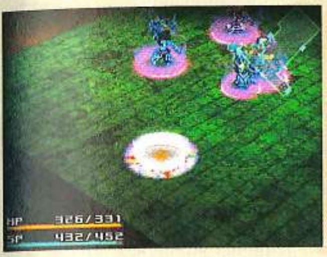
An effective strategy against most bosses in Ring of Fates is to cast Blizzard to freeze the boss while its red crystal weak spot is revealed and/or within reach of your attacks (assuming the boss doesn't have a resistance to the Ice element).

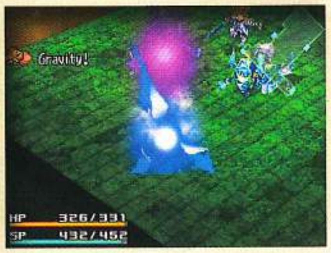
Mastering Magic

Casting magic is easy to learn in Ring of Fates. A quick perusal of the game's instruction booklet plus a little hands-on gameplay should give you enough to get the hang of it. Here's a look at some of the more complicated aspects of magic-casting.

MAGIC PILES

Magic spells alone are powerful, but when you stack several magic target rings on one targeted foe, the resulting combined spell can be devastating. The Ring of Fates instruction booklet explains now to create a Magic Pile, whether in collaboration with your allies or just by yourself—indeed, you can stack up several spells by yourself if you have Ring Lock level abilities.





THE "PLUS-ONE" EFFECT

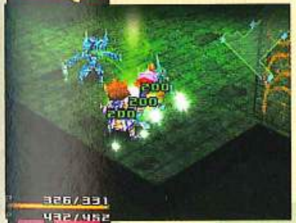
We'll add that you can also add a +1 effect to spells in a Magic Pile (such as Fira +1) by getting them in "Union"—that is, by matching the target rings perfectly so they appear red in the center with blue electricity around the circle.

STEALING A MAGIC PILE

Yes, you can actually "steal" a Magic Pile from enemies:

1. Observe the enemy magic. If the piled spells don't create a combination spell (see our table of Combination Spells below) the steal won't work, so observe the enemy's attack pattern and plan ahead.
2. Activate a target ring and make a pile on the enemy's target ring. If there are multiple rings out, you can pile with all of them. You can even pile up to Ultima, a 5-ring Magic Pile!
3. Once you have locked on the enemy's pile you "claim" it, and you can now control and move the pile ring! Enemies can steal your magic in the same manner though, so be careful.

One Cure for All



A good tactic when HP is low amongst multiple party members is to press the L Button to gather your crew together near you, cast Cure into their midst, and then walk your control character right into the healing aura too. (The Cure aura lingers in a green haze for a second, so you have time to hop into it.)

In this way you can give a full healing shot to all four party members with a single Cure spell! Note that you can also hit multiple adjacent enemies with a single attack spell too.

BASE SPELLS & MAGIC PILE COMBINATIONS

BASE SPELLS

MAGICITE	SPELL	ATTRIBUTE	EFFECT POWER	INFO
●	Fire	Fire	3	Inflicts Fire damage to target. Causes Burn ailment.
●	Blizzard	Ice	3	Inflicts Ice damage to target. Causes Frost ailment.
●	Thunder	Lightning	3	Inflicts Lightning damage to target. Causes Zap ailment.
●	Cure	-	-	Restores 200 HP
●	Raise	-	-	Revives incapacitated ally with 20% HP.
●	Clear	-	-	Removes status ailments. Restores 5% SP.

PILED SPELLS

SPELL	ATTRIBUTE	EFFECT POWER	SPELL 1	SPELL 2	SPELL 3	SPELL 4	SPELL 5	INFO
Fira*	Fire	4	Fire	Fire	-	-	-	Inflicts Fire damage to target. Causes Burn ailment.
Firaga	Fire	6	Fire	Fire	Fire	-	-	Inflicts Fire damage to target. Causes Burn ailment.
Firaga +1	Fire	7	Fira +1	Fire +1	-	-	-	Inflicts Fire damage to target. Causes Burn ailment.
Firaja	Fire	12	Fire	Fire	Fire	Fire	-	Inflicts Fire damage to target. Causes Burn ailment.
Blizzara*	Ice	4	Blizzard	Blizzard	-	-	-	Inflicts Ice damage to target. Causes Frost ailment.
Blizzaga	Ice	6	Blizzard	Blizzard	Blizzard	-	-	Inflicts Ice damage to target. Causes Frost ailment.
Blizzaga +1	Ice	7	Blizzara +1	Blizzara +1	-	-	-	Inflicts Ice damage to target. Causes Frost ailment.
Blizzaja	Ice	12	Blizzard	Blizzard	Blizzard	Blizzard	-	Inflicts Ice damage to target. Causes Frost ailment.
Thundara*	Thunder	4	Thunder	Thunder	-	-	-	Inflicts Lightning damage to target. Causes Zap ailment.
Thundaga	Thunder	6	Thunder	Thunder	Thunder	-	-	Inflicts Lightning damage to target. Causes Zap ailment.
Thundaga +1	Thunder	7	Thundara +1	Thundara +1	-	-	-	Inflicts Lightning damage to target. Causes Zap ailment.
Thundaja	Thunder	12	Thunder	Thunder	Thunder	Thunder	-	Inflicts Lightning damage to target. Causes Zap ailment.
Cura*	-	-	Cure	Cure	-	-	-	Restores 400 HP.
Curaga	-	-	Cure	Cure	Cure	-	-	Restores 600 HP.
Curaga +1	-	-	Cura +1	Cura +1	-	-	-	Restores 800 HP.
Curaja	-	-	Cure	Cure	Cure	Cure	-	Restores 999 HP.
Clearara*	-	-	Clear	Clear	-	-	-	Removes status ailments, restores 30% SP.
Cleararaga	-	-	Clear	Clear	Clear	-	-	Removes status ailments, restores 50% SP.
Clearaga +1	-	-	Clearara +1	Clearara +1	-	-	-	Removes status ailments, restores 75% SP.
Clearaja	-	-	Clear	Clear	Clear	Clear	-	Removes status ailments, restores 100% SP.
Arise*	-	-	Raise	Raise	-	-	-	Revives ally from death with 100% HP and 50% SP.
Barrier	-	-	Fire	Clear	-	-	-	Doubles character's DEF rating, Lasts for a short period of time.
Barriera	-	-	Fire +1	Clearara +1	-	-	-	Doubles character's DEF rating, Lasts for a long period of time.
Slow	Gravity	3	Blizzard	Clear	-	-	-	Slows target's movement and attack speed. Lasts for a short period of time.
Slowga	Gravity	4	Blizzara +1	Clearara +1	-	-	-	Slows target's movement and attack speed. Lasts for a long period of time.
Haste	-	-	Thunder	Clear	-	-	-	Increases target's movement and attack speed. Lasts for a short period of time.
Hastega	-	-	Thundara +1	Clearara +1	-	-	-	Increases target's movement and attack speed. Lasts for a long period of time.
Holy	Holy	3	Cure	Clear	Raise	-	-	Inflicts Holy damage to target.
Holyga	Holy	4	Cura +1	Clearara +1	Arise +1	-	-	Inflicts Holy damage to target.
Gravity	Warp	3	Fire	Blizzard	Thunder	-	-	Inflicts Warp damage to target. Causes the Gravity ailment.
Graviga	Warp	6	Fira +1	Blizzara +1	Thundara +1	-	-	Inflicts Warp damage to target. Causes the Gravity ailment.
Bio	Dark	3	Fire	Blizzard	Cure	Raise	-	Inflicts Dark damage to target. Causes Poison ailment.
Bioga	Dark	4	Fira +1	Blizzara +1	Cura +1	Arise +1	-	Inflicts Dark damage to target. Causes Poison ailment.
Meteor	Stun	15	Blizzard	Thunder	Clear	Raise	-	Inflicts Stun damage to target.
Meteorga	Stun	15	Blizzara +1	Thundara +1	Clearara +1	Arise +1	-	Inflicts Stun damage to target.
Quake	Stun	5	Fire	Thunder	Cure	Clear	-	Inflicts Stun damage to target.
Quaga	Stun	5	Fira +1	Thundara +1	Cura +1	Clearara +1	-	Inflicts Stun damage to target.
Ultima	Stun	6	Fire	Blizzard	Thunder	Cure	Clear	Inflicts Stun damage to target.
Ultiga	Stun	6	Fira +1	Blizzara +1	Thundara +1	Cura +1	Clearara +1	Inflicts Stun damage to target.
Relo Crystal *2	Holy	15	Chelinka's Magic, Tilika's Magic	Magic *3				Inflicts Holy damage to target.

*1 Stacking two target rings exactly over each other (Union Effect) adds the +1 effect.

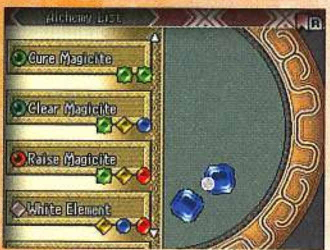
*2 Spell can only be cast during the second battle with Lich in Story Mode, and the one battle against Lich in Multiplay (within Rebena Te Ra). The spell requires the target ring supplied by Chelinka. Refer to the walkthrough for more details.

*3 The generic magic component to the Lilty's Curse spell. Any of the following spells must be piled with Chelinka's target ring during the Lich fight: Fire, Blizzard, Thunder, Cure, Raise, or Clear.

NOTES ON ALCHEMY

Alchemy is the Lilty tribe ability that lets you replenish your magicite supply between visits to magic merchants. Using a Lilty's pot, you can melt and combine materials (mostly elements) to cook up new magicites. But alchemy can produce an array of other items as well. Below are a few more notes on the alchemy process.

THE ALCHEMY LIST



While performing alchemy you can press the Y Button at any time to get an Alchemy List. This list catalogs the recipes for all of the magicites and other items you can mix up. Underneath each item you see the materials needed—two Red Elements to make a Fire Magicite, for example, or one Green, one Yellow, and one Red Element to cook up a Raise Magicite.

THE EXTRA MATERIAL SLOT

When you're stirring the Lilty's pot with the stylus or your finger on the Touch Screen and the first lamp lights up, an extra material slot may appear. If you can add an extra material to that slot while stirring the pot, you can increase your output.

Here's an example:

Suppose a Fire Magicite recipe calls for two Red Elements, so you melt two Red Elements and start stirring the pot. If a third material slot appears while stirring, you can fill the slot by melting another Red Element, and thus increase the alchemy output to two Fire Magicites. If instead you fill the extra material slot with a magicite of the same color—in this example, a red Fire Magicite—you would increase the alchemy output to three Fire Magicites.

The same is true for mixing up a magicite/item composed of multiple colored elements. For example, when mixing a Clear Magicite, you can add a Blue, Yellow, or Green Element in the extra material slot to increase your output to two Clear Magicites, or add another Clear Magicite to increase the output to three. Again, this works only if you add the Element in the extra material slot that appeared.

CREATING NEW MATERIALS

When you acquire the ability for 3-plus material fusion, you can start creating materials other than magicites. The recipes appear in your Alchemy List named as "Material 1," "Material 2," "Material 3," and "???." There's a chance of creating Dark Matter with these as well.

The table below lists what each created material can be:

MATERIALS CREATED BY ALCHEMY

ALCHEMY LIST NAME	POSSIBLE MATERIAL CREATED
Material 1	Black Dust (15), White Dust (15), Blue Fay Dust (15), Red Fay Dust (15), Yellow Fay Dust (15), Green Fay Dust (15), Dark Matter (10)
Material 2	Black Dust (20), White Dust (20), Yellow Stone (10), Dark Matter (10), Seraph Dust (10), Blue Stone (10), Sulfur Dust (10), Red Stone (10)
Material 3	Yellow Orb (15), Green Orb (15), Dark Orb (15), Blue Orb (15), Holy Orb (15), Red Orb (15), Dark Matter (10)
???	Dark Matter (91), HP Boost (2), SP Boost (2), Ether Pouch (1), Thunder Pocket (1), Fire Pocket (1), Blizz. Pocket (1), Potion Pouch (1)

(Numbers in parentheses indicate percent chance of obtaining that item.)

When using alchemy to create new materials, you can also add an ingredient to the extra material slot to change the type of material you create:

MATERIAL 1

ADDED TO EXTRA MATERIAL SLOT	RESULT
Red Element	Magic Stone (25), Red Stone (25), Black Dust (20), Red Fay Dust (20), Dark Matter (10)
Blue Element	Blue Stone (25), Magic Stone (25), White Dust (20), Blue Dust (20), Dark Matter (10)
Yellow Element	Yellow Stone (25), Magic Stone (25), White Dust (20), Yellow Fay Dust (20), Dark Matter (10)
Green Element	Black Dust (20), Green Fay Dust (20), Oak Branch (15), Tree Branch (15), Magic Stone (15), Dark Matter (10), Yew Branch (5)

(Numbers in parentheses indicate percent chance of obtaining that item.)

MATERIAL 2

ADDED TO EXTRA MATERIAL SLOT	RESULT
Fire Magicite	Gold (50), Dark Matter (20), Magic Stone (15), Magic Sphere (15)
Blizz. Magicite	Iron (50), Dark Matter (20), Garuda Talon (10), Behemoth Claw (10), Garuda Feather (5), Behemoth Horn (5)
Thunder Magicite	Silver (50), Dark Matter (20), Scorpion Shell (15), Scorpion Eye (15)
Cure Magicite	Mythril (50), Dark Matter (20), Carniflower Seed (15), Carniflower Fluid (15)

(Numbers in parentheses indicate percent chance of obtaining that item.)

MATERIAL 3

ADDED TO EXTRA MATERIAL SLOT	RESULT
Fire Magicite	Dark Matter (30), Abyssian (10), Executioner Mask (10), Dragon Scale (10), Dragon Horn (10), Petite Amethyst (10), Petite Ruby (20)
Blizz. Magicite	Dark Matter (40), Petite Sapphire (20), Giant Crab Shell (10), Orichalcum (10), Ancient Scale (10), Petite Onyx (10)
Thunder Magicite	Dark Matter (40), Petite Amethyst (20), Petite Citrine (20), Meteorite (10), Bloodied Rag (5), Secret Scroll (5)
Cure Magicite	Dark Matter (40), Petite Emerald (20), Petite Onyx (20), Ultimite (10), Great Memory (5), Wandering Soul (5)

(Numbers in parentheses indicate percent chance of obtaining that item.)

???

ADDED TO EXTRA MATERIAL SLOT	RESULT
White Element	Dark Matter (94), ATK Boost (2), DEF Boost (2), MAG Boost (2)
Black Element	Dark Matter (92), HP Boost (4), SP Boost (4)
Raise Magicite	Dark Matter (90), Clear Pocket (2), Thunder Pocket (2), Fire Pocket (2), Blizz. Pocket (2), Clear Pocket (1), Raise Pocket (1)
Clear Magicite	Dark Matter (92), Ether Pouch (4), Potion Pouch (4)

(Numbers in parentheses indicate percent chance of obtaining that item.)

THE LILTY CURSE

Lilties can also use alchemy to cast a spell called "Lilty Curse" by mixing two or more Dark Matters together. When all three lamps light, the pot will explode, injuring anything caught up in it. It deals heavy damage comparable to Ultima or Holy. The more Dark Matters you mix together, the greater the effect.

ALCHEMY FEVER

Sometimes when you're stirring during alchemy, the pot will suddenly begin to glow red. This is called "Alchemy Fever." When this happens, stir the pot violently until the bar reaches the red point, and up to five items can appear. (These items will also fly out of the pot!)

CHANCE OF GAINING ITEMS FROM ALCHEMY FEVER

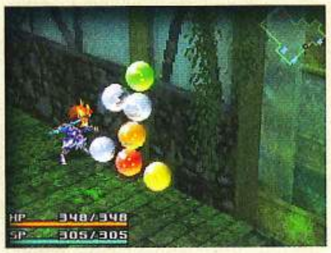
ITEM	CHANCE THAT ITEM APPEARS (PERCENT)
Magicite	80
Item 1	5
Item 2	5
???	10

Other Tips & Tactics

GETTING TO HIGH PLACES

Here are a couple of sneaky ways to reach high places—ways that in some cases let you bypass complex puzzles.

VIA OBJECT STACKING

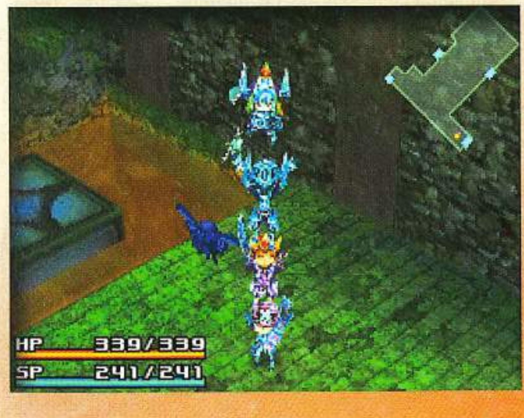


The first and easiest method is to stack magicites on top of each other. First, drag a few pieces of magicite from your pocket panel so they drop on the ground. Pick up a piece using the Y Button and put it beneath the high place where you want to go. Pick up another and stack it on top, then put one in front of those two. If you arrange them in a stair-like fashion, you can stack as many magicite spheres as you want, and then hop up the magicite stairs.

Note: magicites degrade and eventually disappear, so you'll need to stack them with a bit of urgency. Note also that you can stack and jump from white barrels, which won't disappear unless you break them open.

VIA CHARACTER STACKING

The second method is kind of amusing…and the bigger your party, the higher you can reach. First, have your control character pick up an ally using the Y Button. Next, switch control to a third party member. Direct that character to pick up the two characters already stacked; now you have a stack of three. Then have your fourth ally pick up the first three.



Now here's the trick: your topmost character can't jump; he/she must be thrown in order to leave the stack. So once you've got your characters stacked as high as you need, switch control back to the character that's second from the top of the stack. Make sure he/she is turned toward the ledge or cliff you want to reach, and then press the Y Button to throw the topmost character.

Note that you can hop your four-high character stack up on top of objects like magicites and barrels for reaching those *really* high target areas.

EARNING GOLD WITH LAYLE'S JACKET

Layle's Jacket is a Clavat-male-only piece of armor that's only sold in shops during your third playthrough. It's bought for a massive 1,000,000 gil. When sold, this item nets 750,000 gil, which is far more than most items sell for (items usually sell for half the original buying price).

This selling price is particularly useful in combination with the Equipped Bonus called "Smart Riches," which increases the amount of money gained when selling an item. When Smart Riches is at level 10 or higher, the amount gained is +50%, enabling you to buy Layle's Jacket and sell it for a profit. This essentially gives you access to an indefinite supply of money, as you can buy Layle's Jacket and sell it as many times as you like.

The catch, of course, is that you have at least four pieces of equipment with the Smart Riches 3 ability. To help you find the items that support it, we've included a chart that lists them by equipment type. We hope you'll find it useful when attempting to raise your Smart Riches ability level.

ITEMS CARRYING THE SMART RICHES 3 BONUS

WEAPONS	Candy Rod	Kitty Staff	Chocobow
	Toy Hammer	Lovely Spoon	Jester's Spoon
HEAD ARMOR	Pastel Cat Hood	Black Cat Hood	Crook's Kerchief
	Gray Cat Hood	Maid's Headband	New You Wig
	Creature Head	-	-
BODY ARMOR	Pastel Fur Coat	Black Fur Coat	Bandit Clothes
	Gray Fur Coat	Maid Outfit	Sailor Outfit
	Tuxedo	Creature Suit	-
ACCESSORIES	Gambler's Heart	Blessed Ring	Goblin Ring

de Geminis fatalibus

PART THREE: STORY MODE WALKTHROUGH

The story opens in a grim plaza illuminated by flashes of lightning on a violently stormy night. A hunched, red-eyed figure moves slowly down a dark walkway as ominous music plays. Who is this shadowy creature? He's clearly up to no good.

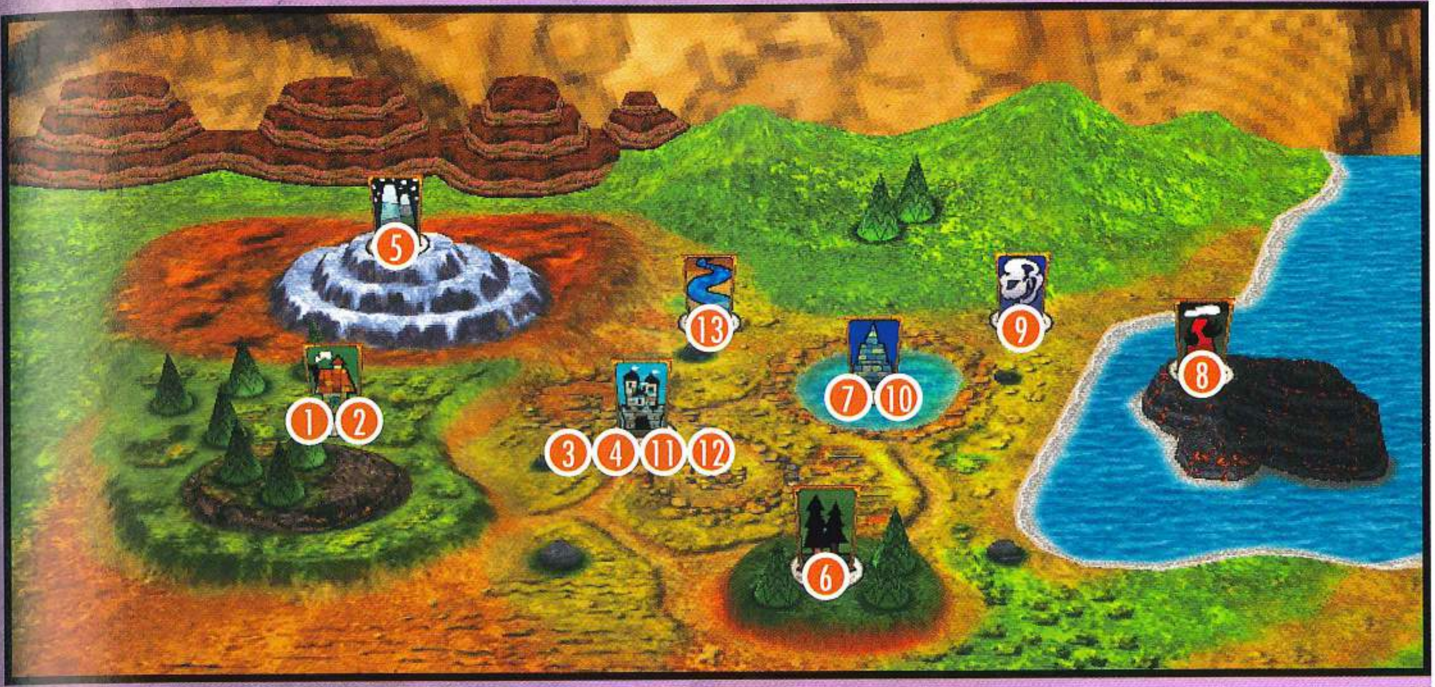
Thankfully, the scene soon changes to a sunlit courtyard where two children, the twins Chelinka and Yuri, watch their father Latov chop firewood with a gleaming hatchet. Soon the family is joined by their neighbors Meeth Crym, a member of the Lilty tribe, and Alhanalem, a proud and articulate Yuke who Latov calls "Old Al." (We'll generally refer to Alhanalem as "Al" in this walkthrough.)

Skipping Events

Remember that, if you want, you can skip events including dialogue exchanges in Ring of Fates. Just tap the Touch Screen and then select "Skip Event."

The twins end up with the hatchet and a lesson learned. And now control of their movement is handed over to you…

Story Flowchart



①	Home/Villa
②	Hill Caves/Valley of Heroes
③	Rebena Te Ra
④	Old Town (Abandoned City)
⑤	Mount Vaal
⑥	Abyssus Forest
⑦	Rela Cyel
⑧	Sinners' Isle/Kilanda Isle
⑨	???/Shadowland
⑩	Rela Cyel (Past)
⑪	Crystal Temple
⑫	Lunite Temple
⑬	River Belle

* **Home:** Start in the village where Yuri and Chelinka have been raised.

* **Hill Caves** (Lv 1-4): "Lv" indicates the optimal character levels to complete the area.

* **Home:** Return Home and speak to Latov. The next day, travel to Rebena Te Ra via the World Map.

* **Rebena Te Ra**

* **Old Town** (formerly known as "Abandoned City") (Lv. 4-8)

* **Home:** Al joins your party. Follow him to your next destination, Mount Vaal.

* **Mount Vaal:** 1st Expedition (Lv. 8-10)

* **Home:** Once you defeat the boss at the summit of Mount Vaal, your adventuring as a young child is over.

* **River Belle** (Lv. 65-68): On your second playthrough, you can go to this region. Defeat the boss there to gain materials for the strongest weapon in the game.

* **Mt. Vaal:** 2nd Expedition (Lv. 10-12)

* **Rebena Te Ra:** Head for the Abyssus Forest on the World Map.

* **Abyssus Forest** (Lv. 12-18)

* **Rebena Te Ra:** After you return from the Abyssus Forest and gain audience with the king, you must proceed to Rela Cyel. There, Meeth joins you, and your party is complete.

* **Sinners' Isle** (Lv. 21-26)

* **???** (Lv. 26-30)

* **Rela Cyel:** Past (Lv. 30-34)

* **Rebena Te Ra:** Once you clear Rela Cyel's Past, you must fight the Lich a second time. Then, head for the Crystal Temple.

* **Crystal Temple** (Lv. 34-40)

* **Rebena Te Ra:** One at a time, your allies split up and arrive at the Lunite Temple at the various crystals there.

* **Lunite Temple** (Lv. 34-40)

How to Read the Map Icons

Here's the key for all of the map icons that appear on the area maps. For your convenience, this key has also been added at the beginning of each new map section throughout the walkthrough.

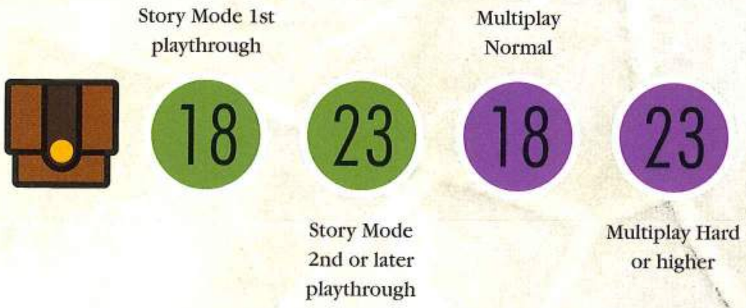
MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down

Notes on the Map Icons

The row of green/purple numbered circles next to each container (treasure chest or white barrel) on our area maps tells you which items are possibly stashed inside that container. The numbers inside the colored circles correspond to the numbers in the Item Location List at the beginning of each new set of maps. They are "possibly stashed" because many items have only a certain percentage chance of actually being in a container; that rate is listed for each item in the Item Location List too.

The order of the circle icons from left to right matters too. Here's what the order indicates:

1	If the circle's color is green, it indicates items received during Story Mode.
2	If the circle's color is purple, it indicates items received during Multiplay.
3	If the circle's color is red, it indicates an item that can be acquired only once.


Story Mode 1st playthrough
Multiplay Normal
18
23
18
23
Story Mode 2nd or later playthrough
Multiplay Hard or higher

Notes on the Item Location List

The Item Location List at the beginning of each new set of maps lists all of the items available in all possible playthroughs of those maps.

In the Item Location List you find the column headers "1, 2, N, H, and Multi". The table to the right shows what those headers mean.

As mentioned in our Notes on the Map Icons, each item listed has a percentage chance of appearing. That percent rate is listed after each item in the list. Keep in mind that you always find at least one item stashed in each chest or barrel.

HEADER	WHAT IT INDICATES
1	The map area where that item can be found on your 1st playthrough in Story Mode
2	The map area where that item can be found on your 2nd or later playthrough in Story Mode
N	The map area where that item can be found during Normal mode in Multiplay
H	The map area where that item can be found during Hard mode in Multiplay
Multi	Information on how the item changes in Multiplay

A Note on the Boss Battle Walkthroughs

The amount of gil dropped by a defeated boss is multiplied by 10 on your second playthrough in Story Mode or while playing in Hard mode in Multiplay and multiplied by 20 on your third or later playthrough in Story Mode or while playing in Very Hard mode in Multiplay.

PART THREE: “THE POWER OF BELIEVING”

Home/Villa

Ring of Fates begins in the tiny mountain village where the twins Yuri and Chelinka have been raised by their father Latov. In the Story Mode game this area is called “Home.” In Multiplay Mode it's called “Villa.”

OVERVIEW

Explore the village a bit or go directly to the Hill Caves via the exit path to the southeast. (You can't get to the World Map just yet.) If you choose to explore, enter the house of Al and Meeth in Area **C** *and check out the library of books on magic and other topics. You can also enter your own house in Area* **B** *to check for Wi-Fi messages.*

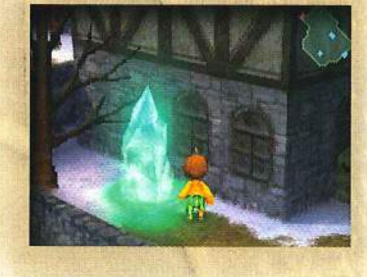
No World Access Yet

Normally you can get to the World Map by exiting Home via the village's northwest path (see Map **A**). But you can't reach the World Map until you've defeated the boss in the Hill Caves area.

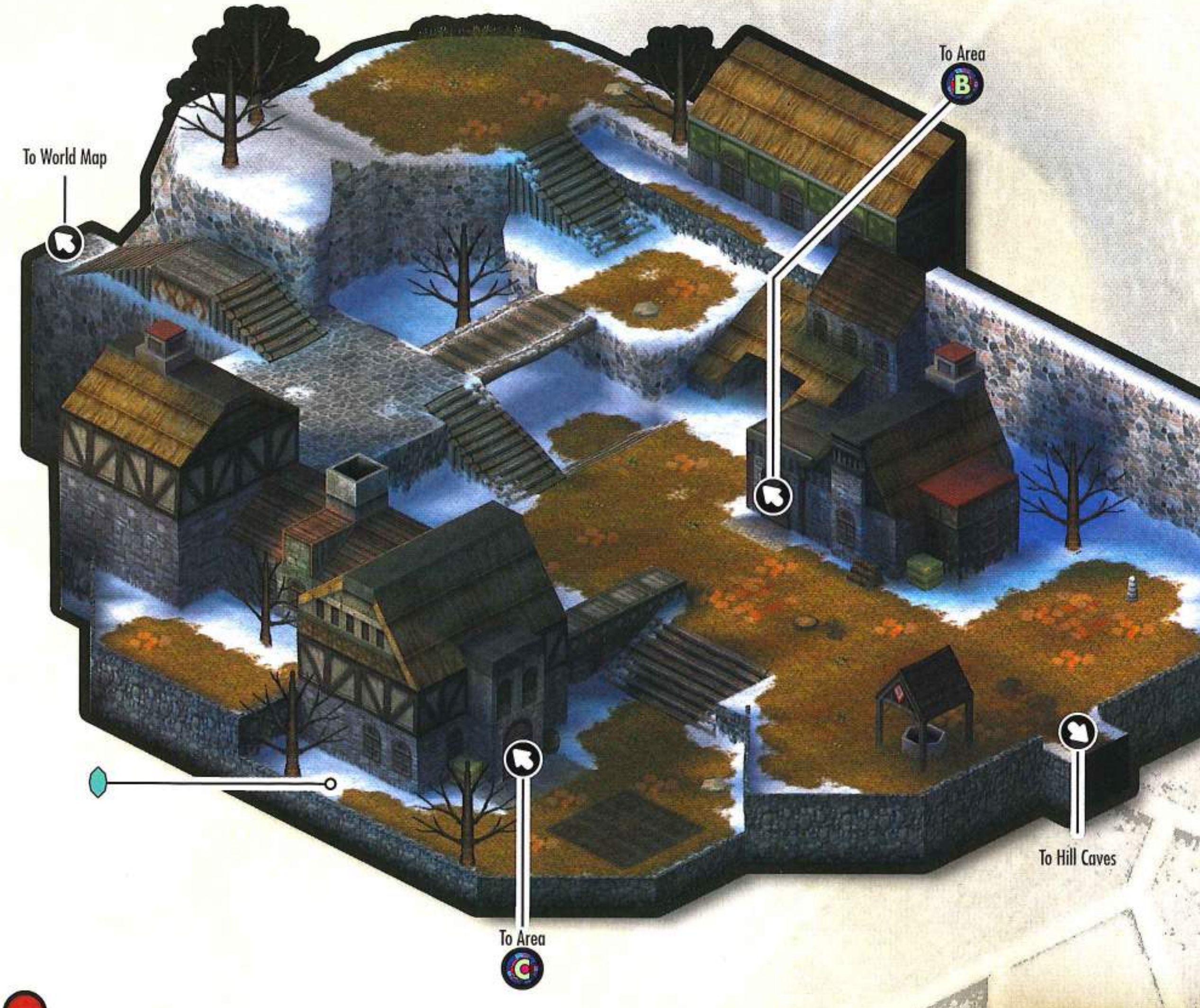
You know we're not allowed out there.
And you know I tell Papa everything.

AREA A

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



In this main area you find the Crystal on the southwest side of Meeth and Al's house. Optional activities: enter and explore that house (Area **C**) or the twins' own house (Area **B**). Approach Stiltzkin the Moogle by the stairs near your start point and use (A) to converse with him. In the main square, talk to Latov, Al, or Meeth. When you approach the village's southeast exit you trigger a quick event between Yuri and Chelinka; Yuri suggests they go to their "usual place" to explore.



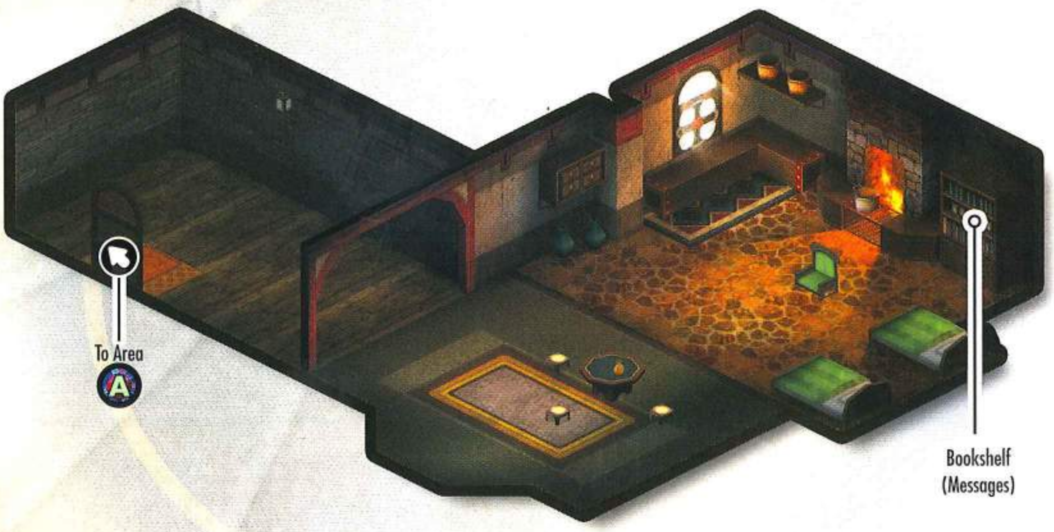
Converse Twice for Clues

Characters often provide clues for your next actions when you talk to them. For example, if you chat with Latov twice in the Home village square, the second time he suggests you visit the Hill Caves and practice with your new Hatchet; he also warns you not to disturb the graves there. It's always a good idea to try chatting with characters more than once.

You know we're not allowed out there.
And you know I tell Papa everything.

AREA B

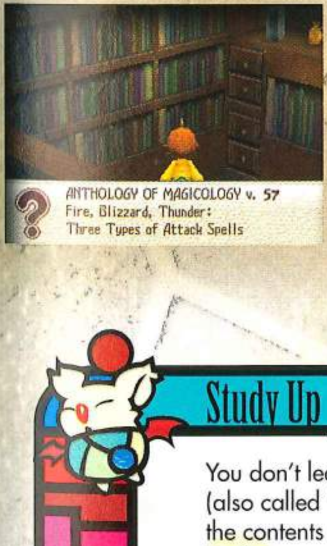
This is your house. Approach the bookshelf and press Ⓐ to access messages. The Mog Trader function from the title screen is your only Wi-Fi connection, but you can also check this bookshelf for messages. These messages are refreshed at times, so check them regularly.

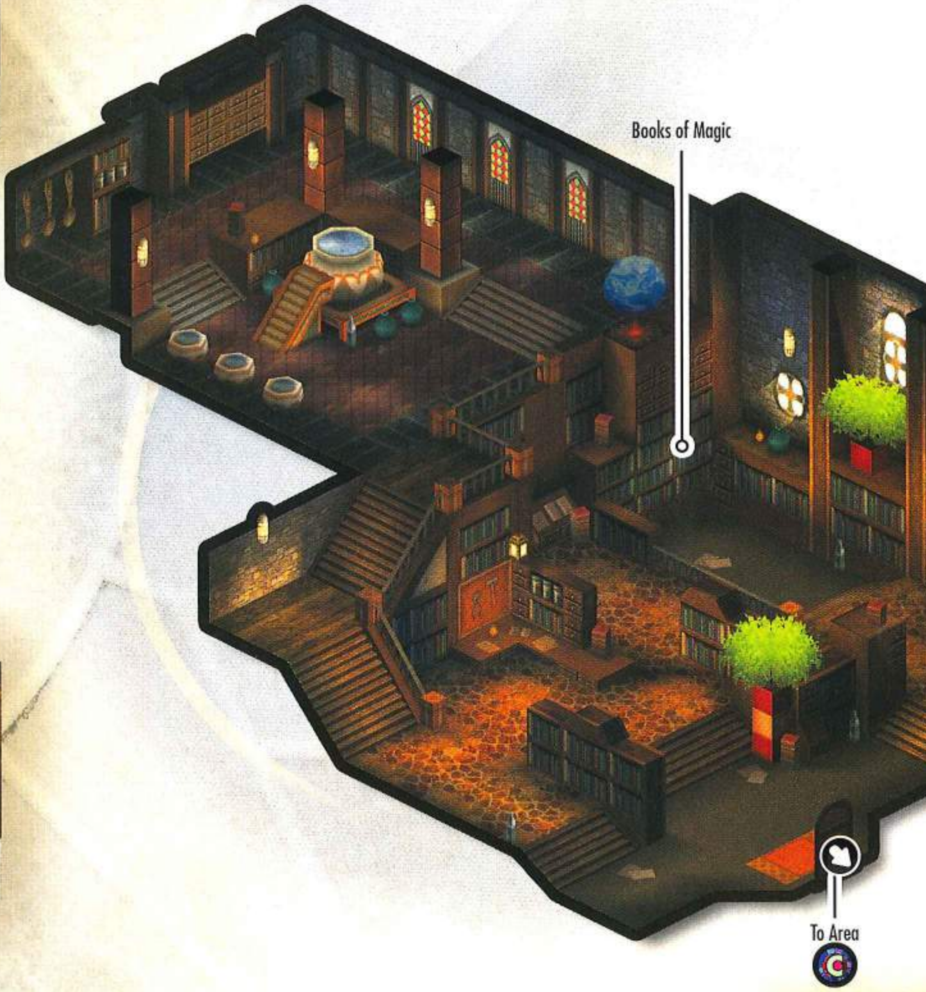


This is a text, kupo!
I want to be in this game more, kupo!

AREA C

This house belongs to Alhanalem and Meeth. Explore the bookshelves to read about magic—in particular, the volumes of the *Anthology of Magicology* series and the mention of magic combinations.


ANTHOLOGY OF MAGICOLOGY v. 57
Fire, Blizzard, Thunder:
Three Types of Attack Spells



Study Up

You don't learn magic until you get to Old Town (also called "Abandoned City"), but remember the contents of the *Anthology of Magicology* series for later.

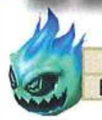
When you've finished exploring the village, head for the Hill Caves via the southeast exit.

PART THREE: "THE POWER OF BELIEVING"

Hill Caves/Valley of Heroes

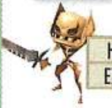
With new Hatchet in hand, Yuri and Chelinka wander off to their "usual place" deep in the caves behind their home village. Just before the twins arrive, a band of moogles makes plans to plant signs in the area to help the twins learn some basic survival skills.

ICE BOMB



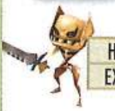
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	222	1466	2666
EXP	21	536	1072

SKELETON



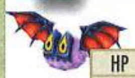
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	81	1405	2705
EXP	8	536	1072

SKELETON (AREA J ONLY)



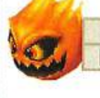
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	136	1476	2776
EXP	12	552	1104

BAT



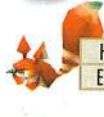
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	38	934	1834
EXP	5	496	992

BOMB



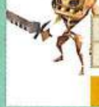
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	69	1282	2482
EXP	6	520	1040

MU



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	57	1057	2262
EXP	3	480	960

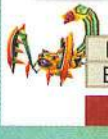
SKELETONTON



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	500	2250	3750
EXP	80	880	1760

RARE

SCORPION



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	810	2715	4215
EXP	100	960	1920

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	
2	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	-	-	
3	Blizz. Magicite	100	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	
4	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	-	-	
5	Thunder Magicite	100	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	
6	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	-	-	
7	Cure Magicite	100	Cure Magicite	100	Cure Magicite	100	-	-	-	-	E	G	
8	Cure Magicite	100	Clear Magicite	100	-	-	-	-	-	K	-	-	
9	Raise Magicite	100	Raise Magicite	100	-	-	-	-	-	-	K	I	
10	Clear Magicite	100	Clear Magicite	100	Clear Magicite	100	-	-	-	F	-	-	
11	Potion	100	Ether	100	-	-	-	-	-	G	-	-	
12	Round Corn	33	Star Carrot	33	Gourd Potato	34	10 gil (20 gil)	100	D	-	D	-	*
13	Round Corn	33	Star Carrot	33	Gourd Potato	34	-	-	G	-	G	-	
14	Striped Apple	33	Cherry Cluster	33	Rainbow Grapes	34	10 gil (20 gil)	100	F	-	F	-	*
15	Fire Pocket	100	Blizz. Pocket	100	Thunder Pocket	100	-	-	J	J	J	J	
16	Best Bronze Helm	50	Dashing Disguise	50	-	-	-	-	-	-	-	G	
17	Sturdy Green Hat	50	Dark Kitty Hat	50	-	-	-	-	-	E	-	E	
18	Savior Suit	50	Durable Clothing	50	-	-	-	-	-	-	-	G	
19	Bronze Harness	50	Dark Kitty Cloak	50	-	-	-	-	-	G	-	G	
20	Steel Cloth	100	Miracle Cloth	100	25 gil	100	-	-	-	D	-	D	
21	Refined Iron	100	-	-	-	-	-	-	-	-	G	-	
22	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	C	-	C	
23	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	G	-	G	
24	Ruby	33	Sapphire	34	Citrine	33	-	-	-	F	-	F	
25	Emerald	33	Amethyst	34	Onyx	33	-	-	-	-	-	G	
26	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	D	-	D	
27	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	F	-	F	
28	Copper	90	Iron	90	Mythril	100	Garnet	75	-	F	-	F	
29	Orichalcum	67	Meteorite	33	25 gil	100	-	-	-	E	-	E	
30	Copper Shard	80	Copper	20	-	-	-	-	E	-	E	-	
31	10 gil (40 gil)	100	-	-	-	-	-	-	G	-	G	-	*
32	20 gil (80 gil)	100	-	-	-	-	-	-	C	-	C	G	*
33	30 gil	100	-	-	-	-	-	-	-	G	-	-	

* Number in ( ) signifies amount acquired during Multiplay

OVERVIEW: HILL CAVES/VALLEY OF HEROES

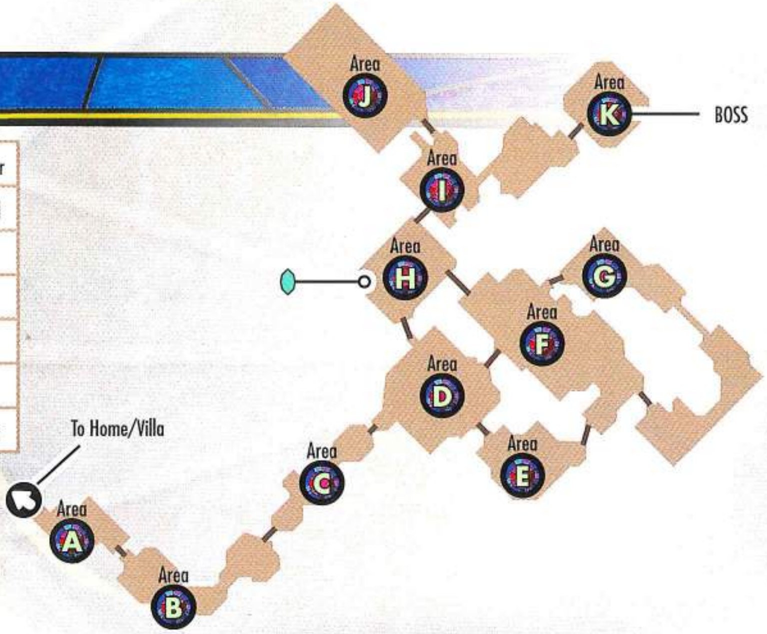
The Hill Caves region functions as an in-game tutorial. Enemies and puzzles here are relatively easy to master, and the moogle signs strewn about give you plenty of hints and guidance. Focus on learning the game's basic controls, as well as how to interact with the various devices—switches, keys, and other basic mechanisms that appear throughout the Caves region.

No Magicite the First Time Through

You won't find any magicite in the Hill Caves during your first playthrough. But magicite will be available here from your second playthrough on.

MAPS: Hill Caves

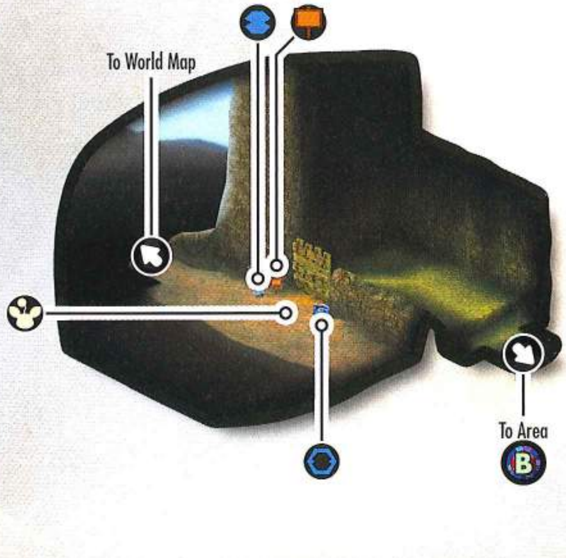
MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



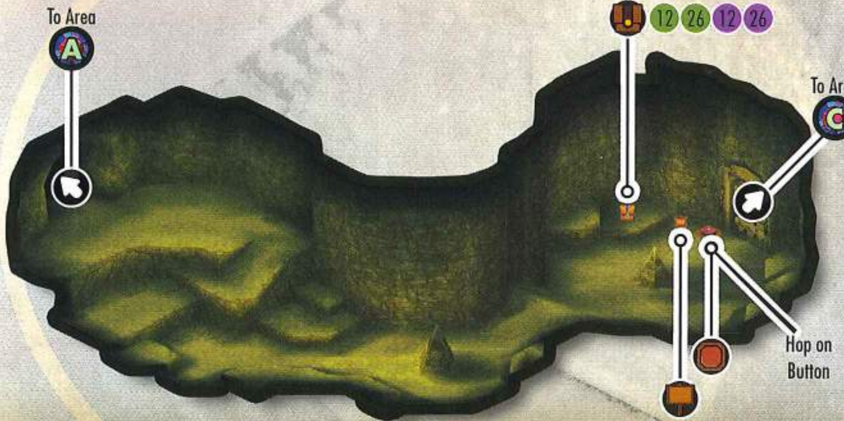
AREA A

When you arrive in this first area, a moogle gives you a stamp card, suggests you read the area signs, and then asks if you know how to unlock the lock. Answer appropriately. If you select "No, tell me!", he shows you how to put keys in keyhole stands: press Ⓨ to pick up the key, approach the lock device, then press Ⓨ again to insert the key in the keyhole. (In this case the unlocking happens automatically as you scroll through the dialogue.) The gate opens and you can proceed to the next area. Be sure to read the nearby moogle sign before you move on.

When you want to put something down, press Ⓨ, kupo.



AREA B



Your arrival in this area triggers a scene in which Yuri asks Chelinka to use her crystal to light the way. She does so and you see a quick preview of the area as the camera pans around. You also learn that the crystal works only in Chelinka's hand.

When you regain control, Stiltzkin arrives and offers to teach you some combat basics. If you answer "Great! Teach me, please!", the moogle runs through the fundamentals of fighting and tribal abilities. Pay close attention! After the lesson, fight your way across the area. A squirrel-like monster called the Mu predominates in this cavern.

HP 108/122
SP 72/102

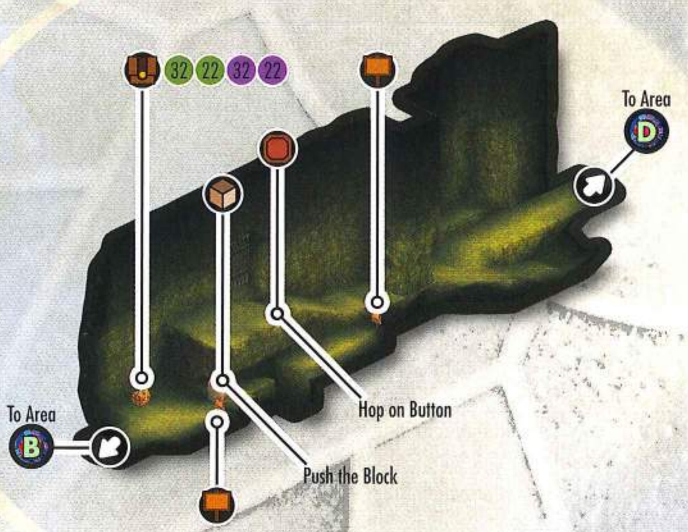
When you reach the door area, approach the treasure chest up on the ledge and hit your A Button to whack it open, then use the A Button again to gather up whatever falls out. Follow the instructions on the moogle sign and jump onto the floor switch to open up the big gate. Then proceed through the doorway to Area **C**.

Nab the Loot

Don't forget to use the A Button to pick up items dropped by defeated enemies.

108/122
42/102

AREA C



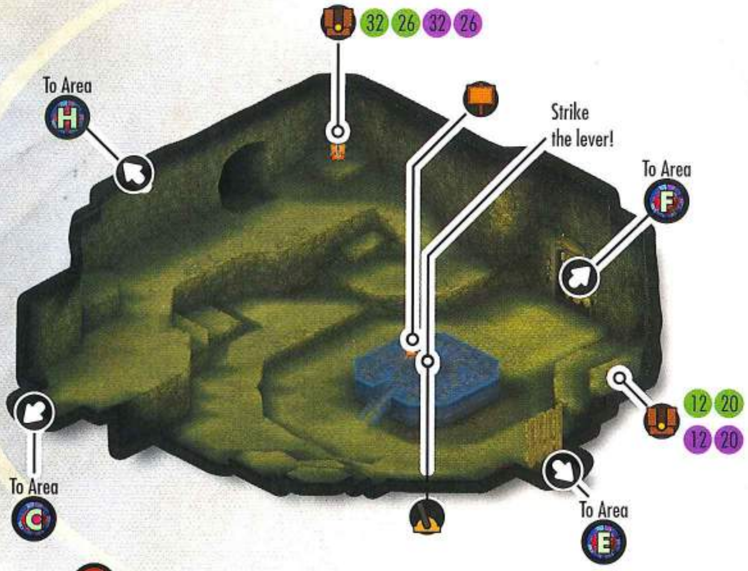
Plunder the treasure chest just inside the entry. Read the nearby moogle sign to learn about pushing and pulling blocks. Walk right into the block behind the sign to "grab" it, then keep walking forward to push it down the channel. (You can let go of the block at any time by pressing the A Button.) Keep pushing until the block drops into the gap. Then continue forward to read the next moogle sign about rolling boulders.

Climb up the slope to the button. Hop on the floor switch to open the nearby gate and release a boulder, which smashes through a rock wall to open a passage. Follow the new passage into the next area.

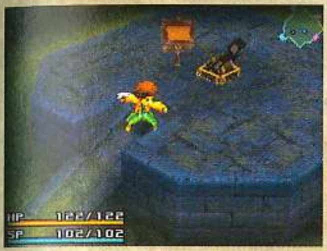
HP 122/122
SP 102/102

AREA D

Here you face a new foe, a Bat. Press B to jump up at the Bat, and then A to whack it while you're in the air. Remember that you can also press Y to snag the flying creature then Y again to slam it into a wall or keep pressing the A Button to hit it repeatedly as you hang below the beast. Raid the two treasure chests in the room—one up on the high north ledge, another on the east side.


32 26 32 26
To Area H
Strike the lever!
To Area F
12 20
12 20
To Area C
To Area E

Approach the lever on the platform and hit the A Button to lower the lever. This opens the entrances to Areas **E** and **F**, and also makes hostile creatures appear. Defeat these foes and proceed into one of the newly opened areas. (You might want to read ahead before you make your choice between Area **E** or **F**.)


HP 122/122
SP 102/102

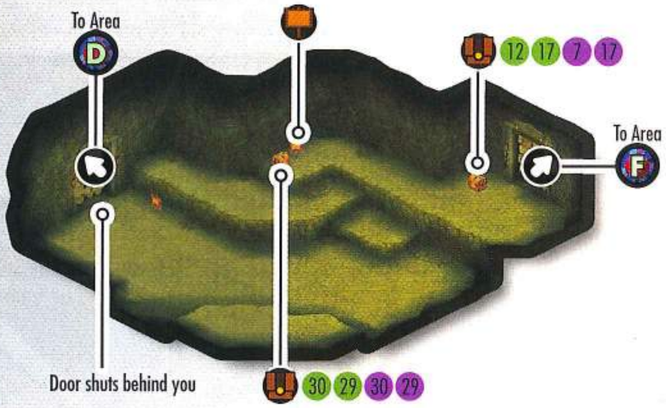
Refreshing Crystal

If your HP is low, you can go directly from Area **D** to Area **H** where a Crystal is located.

AREA E

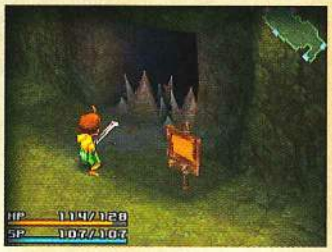
The door to this area slams shut behind you! You can't exit until you defeat all enemies in the room, which include tough Skeletons. Enter only if you're in the mood for a fight, your HP is high, and you want to rack up some EXP. You'll find a couple of treasure chests in here too. Otherwise you can skip this room, wait until after you replenish your health at the Crystal in Area **H**, then return here for the brawl.

HP 120/120
SP 107/107


To Area D
12 17 7 17
To Area F
Door shuts behind you
30 29 30 29

AREA F

A key on the upper level of Area **F** unlocks the northwest door so you can enter the upper level of Area **H** and keep advancing through the Hill Caves. But you can't just jump to this key; the upper level is too high. To reach the key, you must take a roundabout route via Area **G**.

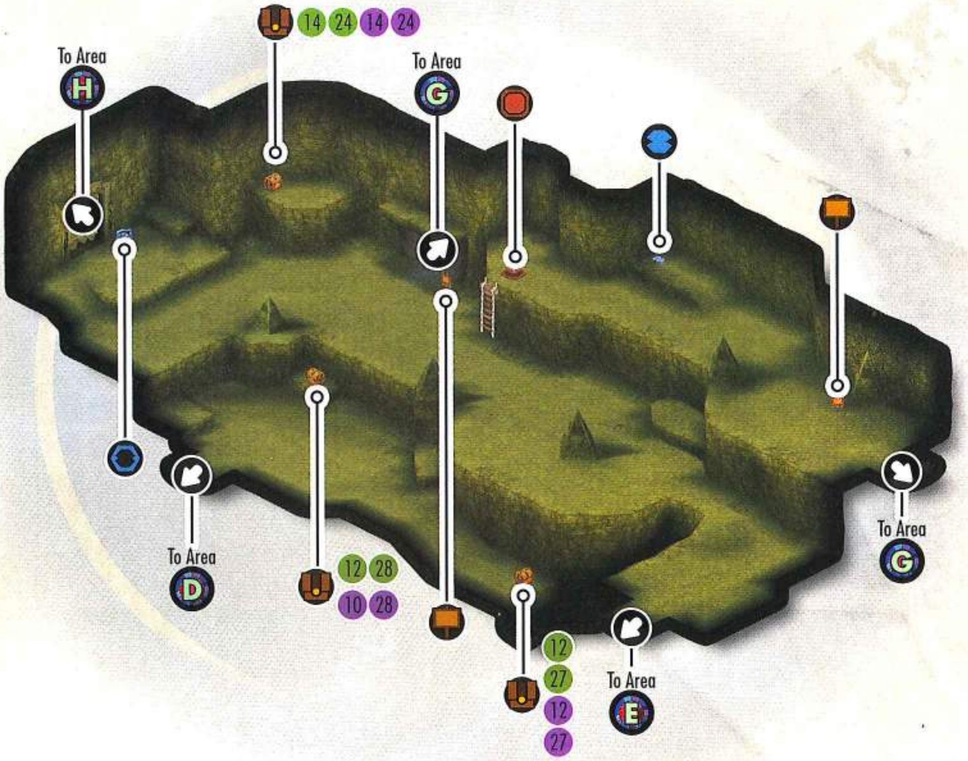

HP 114/128
SP 107/107

HP 138/138
SP 119/119

Part 1:

Work your way northwest to the spiky passage. Read the moogle sign next to it for a clue: the cave spikes inflict damage if you touch them, but they're also breakable. Attack the spikes to clear the passage to Area **G**.

Skip past **Part 2** of the Area **F** walkthrough for now and go to the Area **G** walkthrough.


14 24 14 24
To Area H
To Area G
To Area D
12 28
10 28
12
27
12
27
To Area E
To Area G

Spikes!

Don't try to hop over the cave spikes! You can't get over them, and you'll hurt yourself in the process.

Part 2:

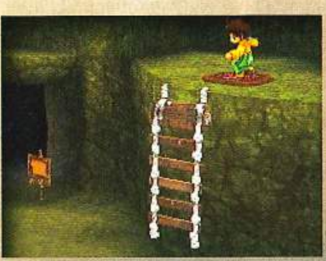
After you work your way through Area **G***:*

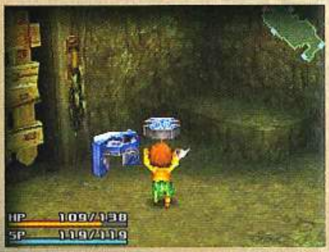
Once you enter the upper level of Area **F** via Area **G**, a moogle sign points out the key on the ground along the back wall. Go pick it up. (Remember: press Ⓨ to pick up a key.) Hop onto the nearby floor switch to lower the rope ladder. This lets you go quickly between upper and lower levels.

Toss the key down and climb down to the lower level. Pick up the key and proceed to the west exit gate, then place the key in the keyhole next to the gate. Go through the opening to the upper level of Area **H**.

Chest Hopper

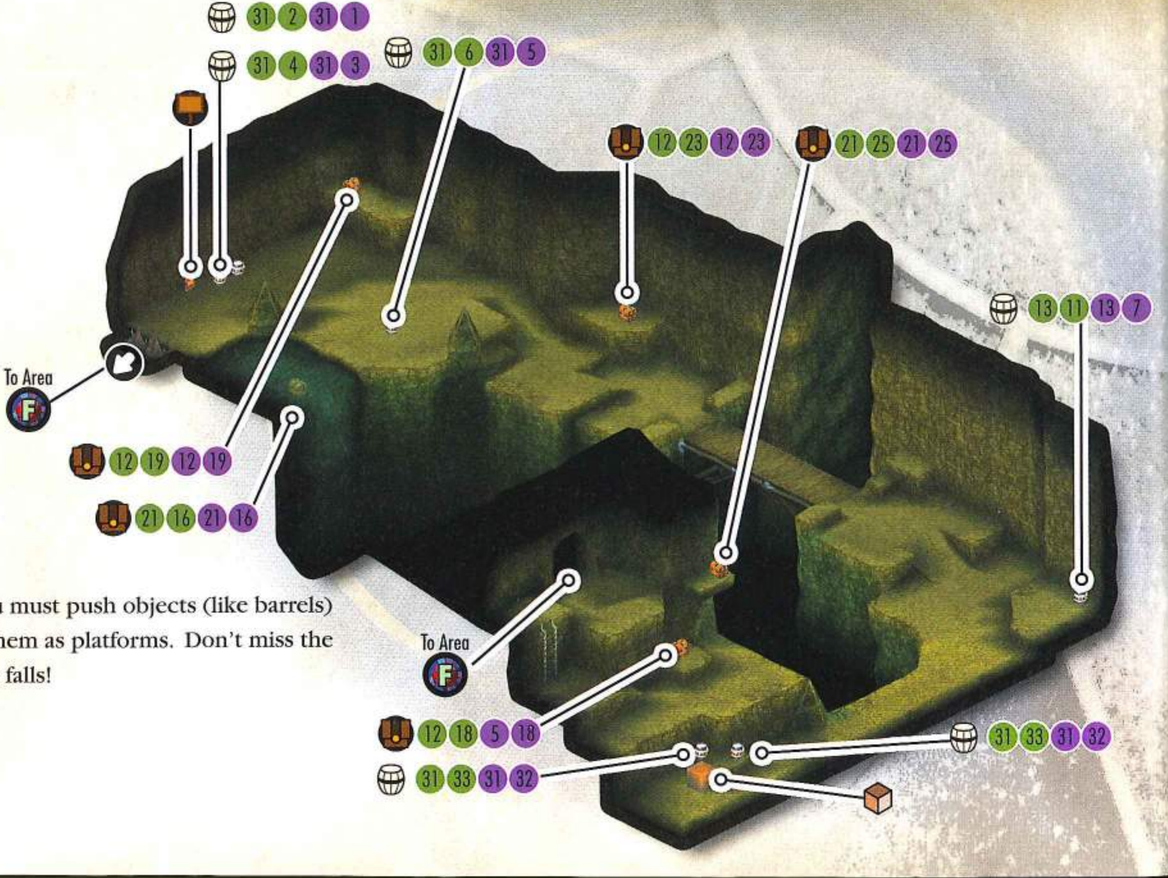
Don't forget to plunder the two treasure chests in the lowest level of Area **F**. You can jump down, raid the pair of chests, then hop back up to the middle level from atop the westernmost chest.




HP 109/138
SP 119/119

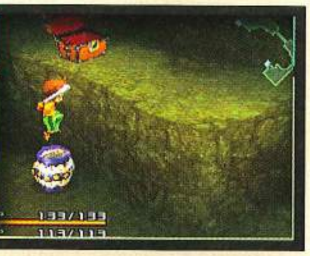
AREA G

Numerous treasure chests and white barrels loaded with valuable items dot this map. You can break open barrels to score the goods, but before you start indiscriminately bashing away, keep in mind that some of the treasure chests are stashed on high ledges that you can't reach by jumping from the ground. In order to reach them, you must push objects (like barrels) under the ledges and use them as platforms. Don't miss the chest in the water near the falls!


31 2 31 1
31 4 31 3
31 6 31 5
12 23 12 23
21 25 21 25
13 11 13 7
To Area F
12 19 12 19
21 16 21 16
To Area F
12 18 5 18
31 33 31 32
31 33 31 32

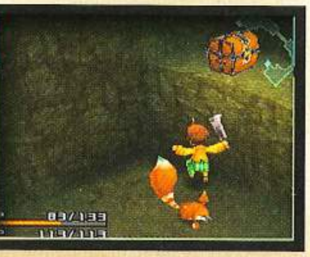
Get a Boost: Part 1

It's tricky, and you need patience, but you can push white barrels by walking into them. Shove a barrel under a high ledge, jump atop the barrel, then leap up onto the ledge to reach treasure.

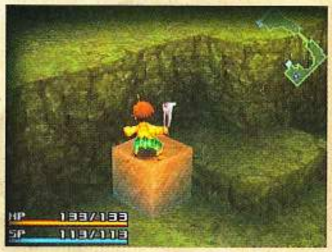


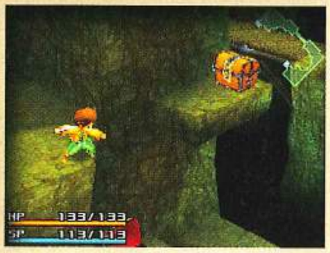
Get a Boost: Part 2

Enemies can serve as jumping platforms too! Hop atop foes and use them to reach the treasure chests on high ledges.



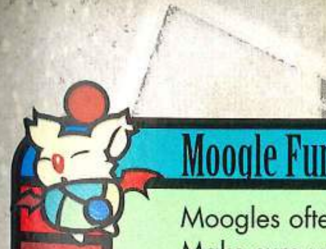
Watch out for an ambush as you cross the bridge. Two Bombs appear on either side of the span, trapping you. Be ready to fight! Down in the south corner of the cave, push another block against the cliff wall in order to hop up and proceed. Then, climb the ladder to the exit passage. Don't miss that last treasure chest perched on a rock ledge. You must leap across a gap to reach it, but the ledge isn't as far as it looks. Go through the exit passage to return to Area **F**. Now you can return to **Part 2** of the Area **F** walkthrough.

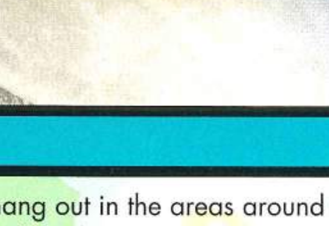


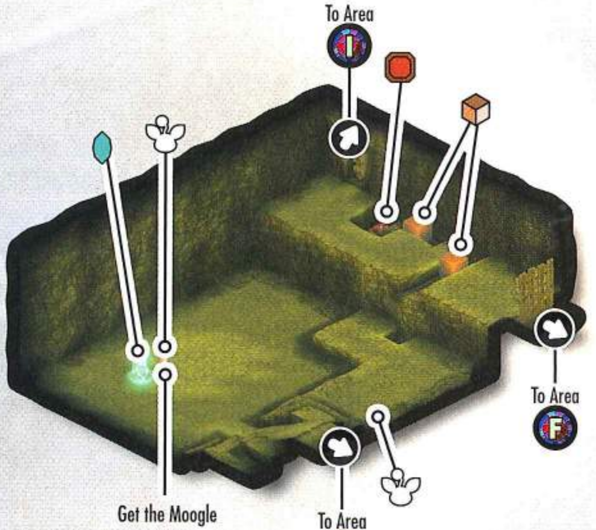


AREA H

Push the first block down its channel until it drops into place on the lower level; this creates a way to travel between the upper and lower levels of Area **H**. Then jump down to the Crystal on the lower level and save your game before you proceed.

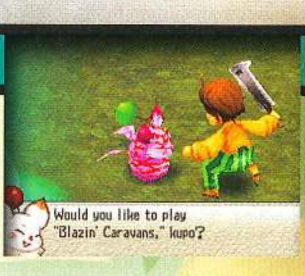






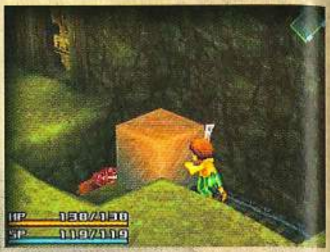
Moogle Fun

Moogles often hang out in the areas around Crystals. Make sure you talk to them to acquire stamps. When you get enough stamps, you can play the mini-game they offer ("Blazin' Caravans Redux") or select Moogle Paint and change the moogle's color.



Would you like to play "Blazin' Caravans," kupo?

Jump back to the upper level. A floor switch opens the gate that leads to Area **I**, but the gate slams shut the moment you hop off the switch. To keep the gate open, push the second block on top of the floor switch. Then proceed through the doorway to Area **I**.

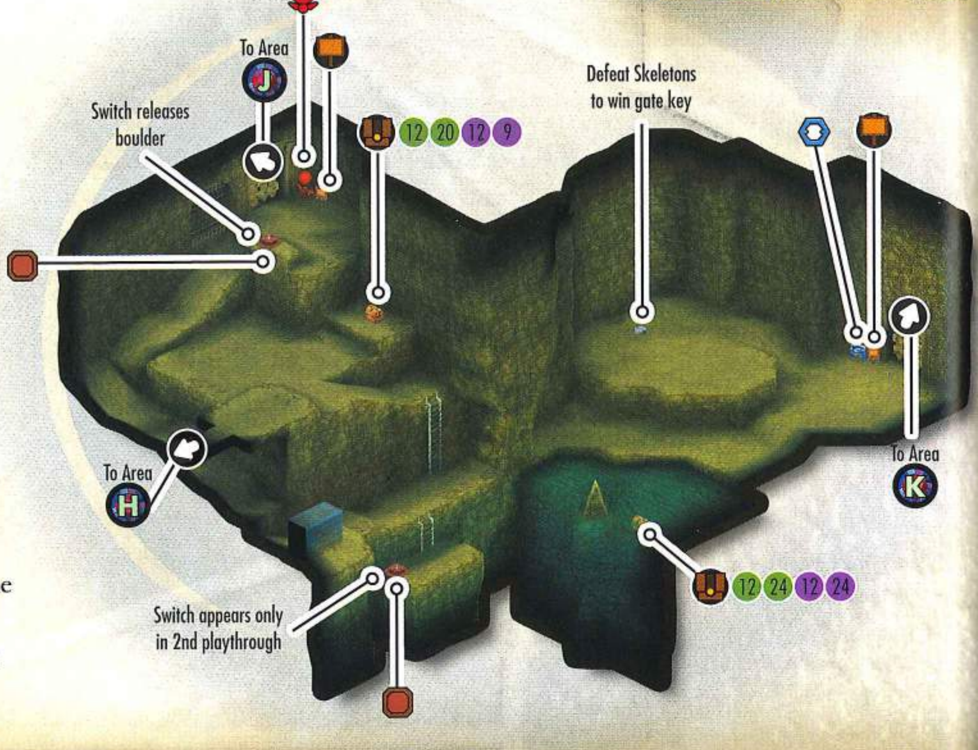

HP 138/138
SP 119/119

AREA I

If this is your first playthrough of the game, your next goal is to get over to the eastern half of Area **I**. If this is your *second* playthrough, however, skip down to the paragraph that begins: "second playthrough only."

First playthrough: Climb up the long ramp to the floor switch. Jump on the switch to release a boulder that bounces off a block at the bottom of the ramp, then smashes through a rock wall to create a new path to the east area.

Go through this newly created passage and engage the three Skeletons that appear near the entrance to Area **K**. (Don't miss the treasure chest in the nearby water!) When the last foe falls, a key appears. Pick up the key and place it in the keyhole to open the door. The Moogle sign warns you of "bad vibes" ahead, kupo! Go ahead, enter Area **K**.


To Area J
Switch releases boulder
12 20 12 9
Defeat Skeletons to win gate key
To Area H
To Area K
12 24 12 24
Switch appears only in 2nd playthrough

For now, skip the rest of the Area **I** walkthrough and all of the Area **J** walkthrough too; go directly to the Area **K** walkthrough.

HP 138/138
SP 119/119

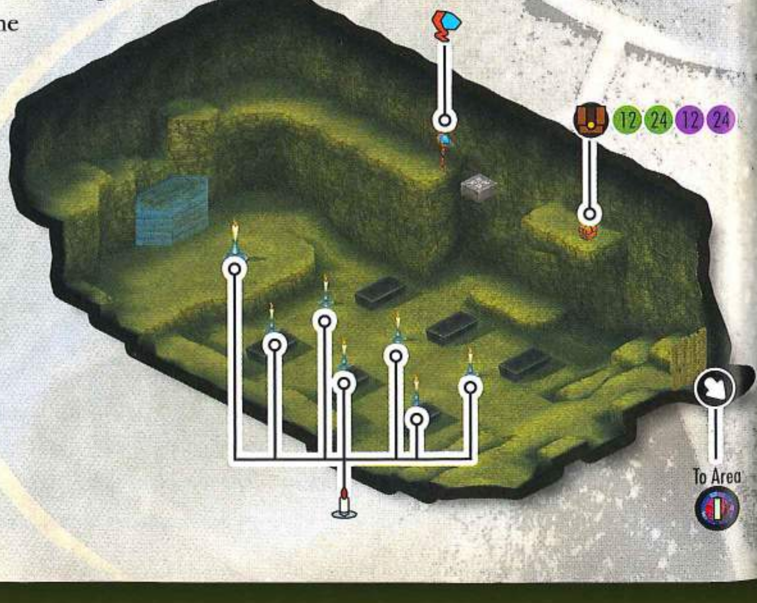
HP 95/138
SP 119/119

HP 168/168
SP 161/161

Second playthrough only: Before you climb up to the magic gate switch, descend the two ladders to the bottom of the cave to find another floor switch. Press this second switch to create a wall that changes the path of the boulder.

After you acquire magicite in Rebena Te Ra: Return to Area **I** later after you have magicite and Alhanalem has joined your party. Climb up to the red magic switch, cast Fire on it, and then enter Area **J**. Now you can go to the Area **J** walkthrough.

AREA J

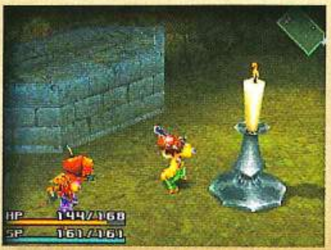

12 24 12 24
To Area I

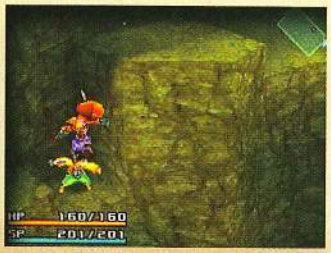
You cannot access Area **J** until after you acquire a Fire Magicite in Rebena Te Ra, and you cannot complete the room's puzzle until after Alhanalem has joined your party. Once you've met those conditions, you can return to Area **I** and cast a Fire spell on the red magic switch at the top of the ramp.

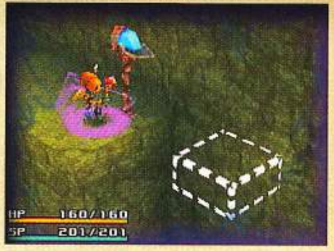
Enter Area **J** to see seven magic candles. You can light them either by using Al's "magic threads" tribe ability (see the **Tip** on the next page) or by casting Fire at each candle—a much more costly alternative, since you'll expend seven Fire Magicites.

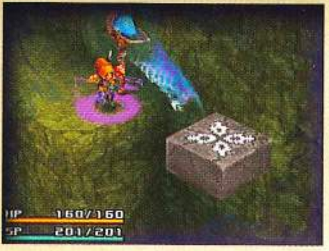
When you light all seven candles, a platform rises near the back wall; use it to jump over to the lowest cleft in the rock. Switch to Al and have him hop atop Yuri. From there Al can leap up to the walkway on the right side.

Follow the walkway to the mage's needle. Use Al's Yuke tribe ability (called "magic threads") to drag a thread from the mage's needle to the outline of a platform in the gap to the right. This makes the platform materialize. Now you can use the platform to jump over to the treasure chest on the far ledge. It contains valuable pockets for Blizzard, Fire, and Thunder. Once you plunder the chest, drop down and exit Area **J** back into Area **I**.







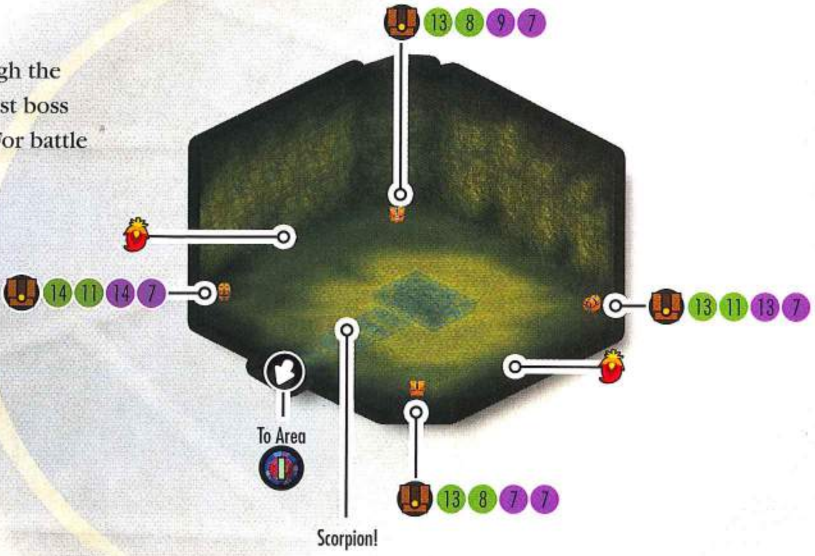


Al's Ability

You get a full in-game tutorial on how to use Al's "magic threads" tribe ability when you first arrive at Mount Vaal.

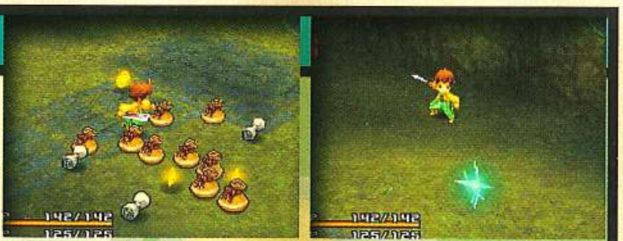
AREA K

Watch as the twins enter the final cavern; advance through the dialogue until they open the coffin. This triggers your first boss battle. Your job here is to defeat the massive Scorpion. For battle tips, see the special Boss section on the next page.

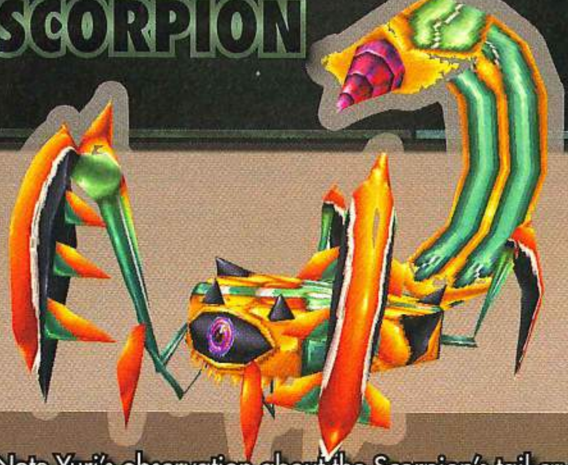


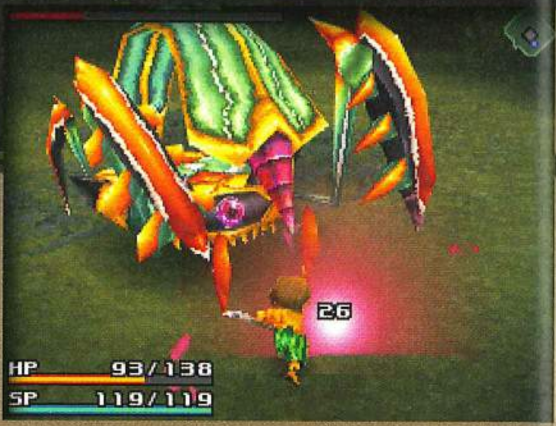
Gather Items *Before* You Touch the Blue Crystal!

When you defeat a boss, it drops a scatter of items as it falls, and a blue crystal appears. Touching the crystal restores your HP, but it also automatically takes you back to the World Map or triggers scenes that advance you to the next level, and the "drop items" disappear. So make sure you gather up all of the nearby items *before* you touch the crystal.



SCORPION





Note Yuri's observation about the Scorpion's tail crystal, its weak spot. The monster slashes at you with its left and right claws, strikes with its tail, and shoots a powerful blast from its single eye. Get distance from the boss and keep moving to avoid these damaging blasts. Wait for the beast to use its tail.

When the Scorpion's tail strikes the ground, it gets stuck there for a moment and its red crystal stinger is within reach. Take this opportunity to nail the tail with a chain attack! Aim for the crystal, if you can, but any chain of hits landed on the beast will do good damage.

PLAYTHROUGH	DROP ITEMS
1st	Fledgling's Wpn., Soft Cloth, Sturdy Leather, Dark Crystal, Silver, Oak Branch, Scorpion Shell, Scorpion Eye,
2nd+	Strongman Wpn., Dark Kitty Hat, Dark Kitty Cloak, Dark Crystal, Mythril, Orichalcum, Meteorite, Garnet, Black Dust, White Dust, Scorpion Shell, Scorpion Eye, 50 gil(x2)

AFTER THE BOSS FIGHT

Pick up the scattered items dropped by the defeated Scorpion. Then walk into the glowing blue crystal to end the level and trigger the appearance of "visitors" in an event. When it's over, the scene changes to the twins in their beds back home.

Return for Rare Enemies!

After you defeat a boss and return to its lair later, certain "rare" enemies appear. These resemble the regular enemies you fought in the region, but they're much more powerful. When defeated, rare enemies drop multiple items like bosses. Go back and take these rare challenges if you want to accumulate extra loot.

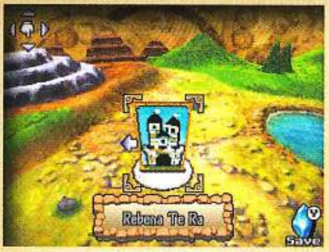
After you defeat a rare enemy and clear the area, a magic vortex appears. Step into it to be transported back to your Home/Villa.

168/168
161/161

PART THREE: "IGNES FATUI"

Home/Villa

Once the event ends, you regain control of your character. First, we strongly recommend you use the Crystal to save your game. Next, head to the upper part of the village and talk to Latov. He points out the "Ignes Fatui," flames of dead souls, flickering over Lake Cyela. He speaks of Aleria, the twins' mother and a gifted oracle who died long ago.



When you awaken the next morning, walk across the room and talk to Latov twice. After he forces open the door, go outside to trigger a scene between Alhanalem and Chelinka. Here you learn that Yuri and Chelinka can gain substantial control of energy only when together; apart, their powers are weak. Then Al presents a "refresher course" in magic-casting fundamentals. He also presents Chelinka with a small gift—her crystal hung on a pendant.

When movement control returns to you, take the west path from the village to reach the World Map. There, scroll the map screen to Rebena Te Ra and touch the city's icon to enter the city.

REBENA TE RA

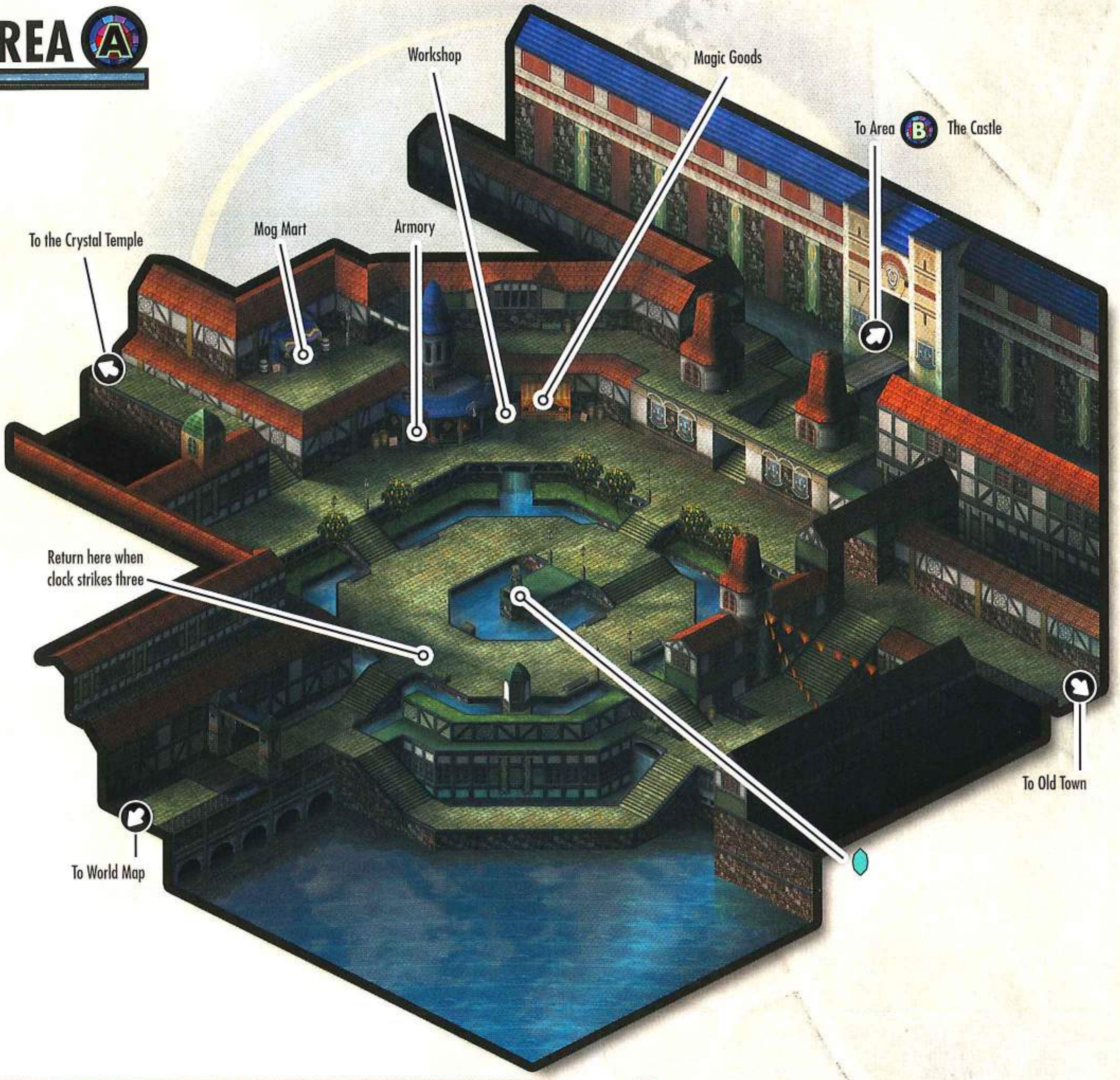
The royal capital is bustling with activity, and the twins are excited by their first visit to the big city. Their father sets off on errands, letting the children explore and shop; the plan is to meet up in the plaza at 3:00 p.m. His only words of warning: stay away from the temple.

OVERVIEW

This first visit to the city gets you acquainted with the various services available here. Use the time to talk to locals and visit shops to get equipped. You can't visit the Royal Castle the first time in town, and the Crystal Temple remains off-limits until much later in Story Mode. The road to Old Town (Abandoned City) is blocked too, but only until Latov returns from his errands at 3:00 pm, when the bell tolls three times.

Yesh, what do you want?

AREA A


Workshop
Magic Goods
To Area B The Castle
To the Crystal Temple
Mog Mart
Armory
Return here when clock strikes three
To Old Town
To World Map

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down

Chat Frequently

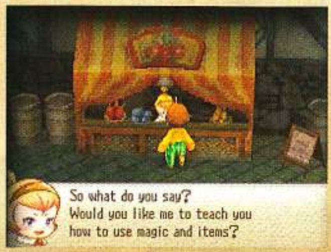
The townsfolk of Rebena Te Ra have interesting tales to tell, and their responses change over time. Check back with folks regularly—especially after an event or a time-change occurs.

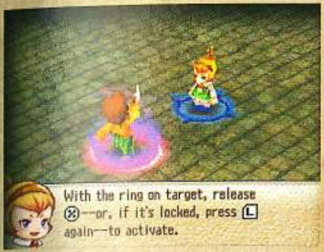
Wander around the city and talk to folks. The guard along the passage leading back to the World Map gives you tips about the city's layout. The fellow in blue at the foot of the staircase, to the left of the central fountain, knows a lot about Rebena Te Ra's history and the Crystal Temple. (Note that magic and crystals are *big* here.) From various citizens you pick up bits of information about King Kolka and his daughter Tilika, the lost facility of Rela Cyel, Abyssus Forest, and various city establishments.

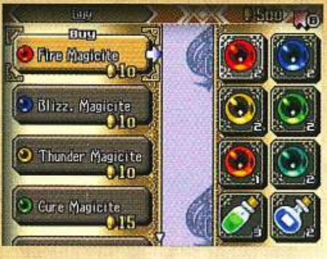
I bet no other place in the world has more advanced technology and research in crystal manipulation.

MAGIC GOODS

Visit the Magic Goods stand and talk to the proprietor. When the dialogue choice appears, select "Yes, please!" to learn all about magic and casting. She takes you behind the shop where you can practice. Pay attention to her lessons on magicites, potions, ethers, and the pockets where you keep them stored. After the lessons, buy a few items if you want, but save enough gil to make purchases at the other shops.

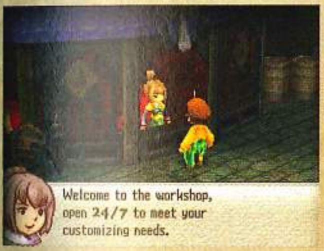

So what do you say?
Would you like me to teach you how to use magic and items?

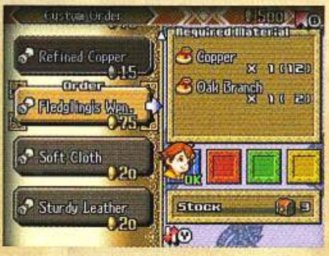

With the ring on target, release ⊗—or, if it's locked, press L again—to activate.


Buy
Fire Magicite 10
Blizz. Magicite 10
Thunder Magicite 10
Cure Magicite 15

WORKSHOP

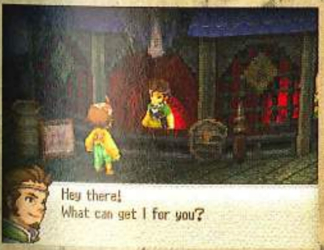
Visit the Workshop to learn how to turn the scrolls and materials you gather into more valuable materials, weapons, armor, and accessories. By now you should have what you need to craft a better weapon than your Hatchet—say, a Bronze Sword.

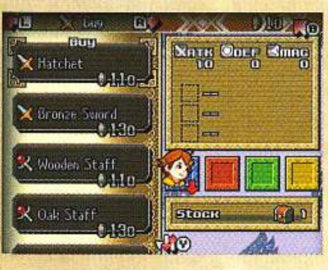

Welcome to the workshop, open 24/7 to meet your customizing needs.


Custom Order
500
Required Material
Refined Copper 15
Order
Fledgling's Wpn. 75
Copper × 1 (12)
Oak Branch × 1 (2)
Soft Cloth 20
Sturdy Leather 20
OK
Stock 9

ARMORY

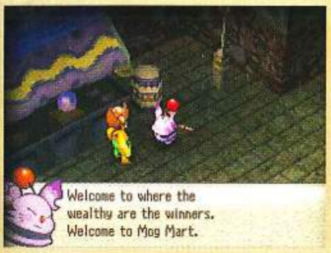
Visit the Armory to upgrade your weapons, armor, and accessories. You should have enough gil to buy better head or body armor (Novice's Skullcap and Novice's Cuirass, for example), or a useful accessory such as the Life Ring.

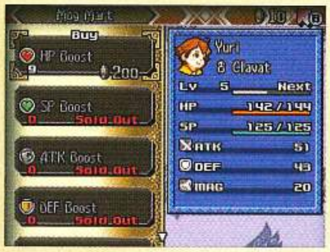

Hey there!
What can get I for you?


Buy
ATK 10
DEF 0
MAG 0
Hatchet 110
Bronze Sword 130
Wooden Staff 110
Oak Staff 130
Stock 1

MOG MART

If you try to climb the ramp to the Crystal Temple you are denied access for now, but you can hop up to the city's second level from there and visit the Mog Mart. There you can purchase various attribute boosts, as well as extra pockets for your magicite, potion, and ether inventories.

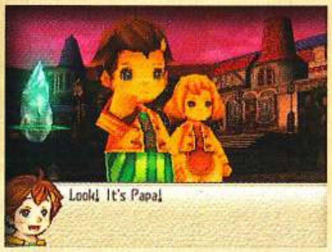

Welcome to where the wealthy are the winners. Welcome to Mog Mart.


Mog Mart
10
Buy
HP Boost 9 200
SP Boost 0 Sold Out
ATK Boost 0 Sold Out
DEF Boost 0 Sold Out
Yuri
♂ Clavat
Lv 5 Next
HP 142/144
SP 125/125
ATK 51
DEF 43
MAG 20

You can't travel to Old Town, formerly known as Abandoned City, just yet—the guard won't let you pass. (Talk to the guard to learn of the new "hierophant" who is letting Old Town rot.) You can't get into the Crystal Temple or the Royal Castle yet either. Keep visiting shops and townsfolk until the temple clock's bell strikes three.

The Bell Tolls

The clock bell strikes the hour when you talk to the Clavat left of the fountain, and again when you speak to the Magic Goods shopkeeper.

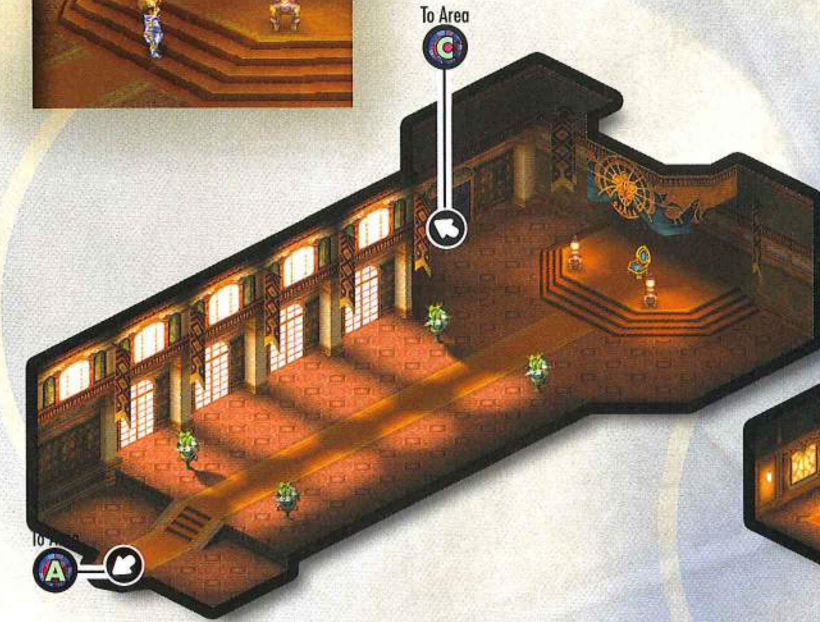

Look! It's Papa!

When the clock bell finally chimes three times: Go back to the area in front of the fountain to trigger a sequence as the twins wait for their father. Latov finally appears…but then he moves on, ignoring his kids.

After the event, move around the town center talking to people to learn more details—for example, the great crystal seems to be missing from the temple. (Notice the citizens' strange reactions whenever the bell rings.) Then head to the city's southeast exit to Old Town to spot Latov. When he moves off, follow him. The guard stops you—but notice his odd change of demeanor once the bell tolls! Continue into Old Town.

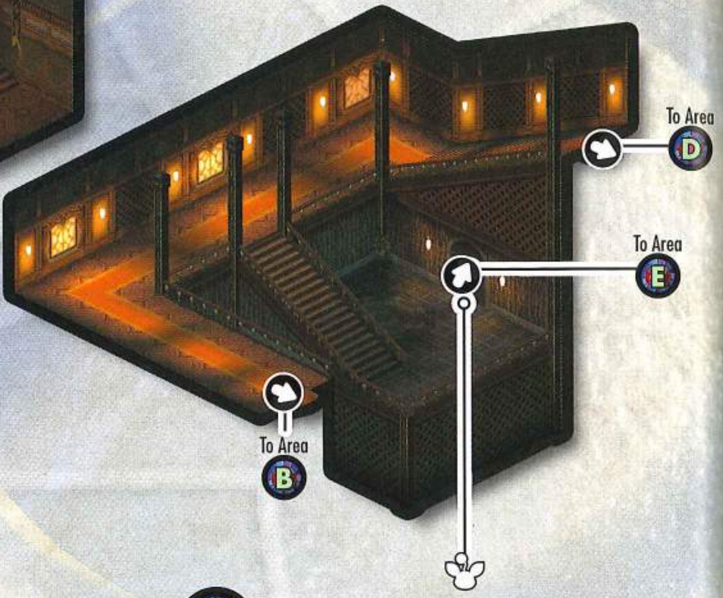
AREA B

You can't enter the throne room of the Royal Castle until you successfully clear the "Abyssus Forest" maps.


To Area C
To Area A

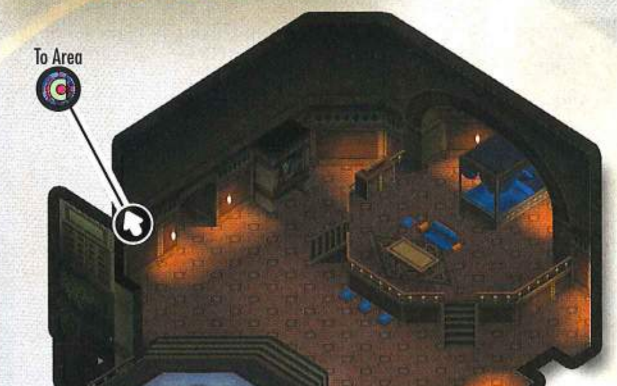
AREA C

You cannot enter the interior stairwell of the Royal Castle until you clear the "Rela Cyel" maps.


To Area D
To Area E
To Area B

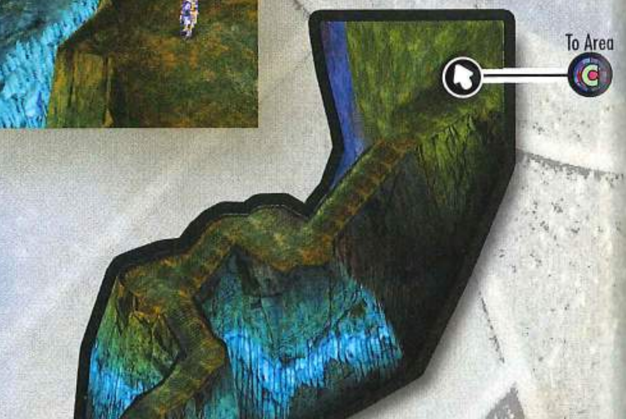
AREA D

This is the king's drawing room in the Royal Castle. You cannot enter until you clear the "Rela Cyel" maps.



AREA E

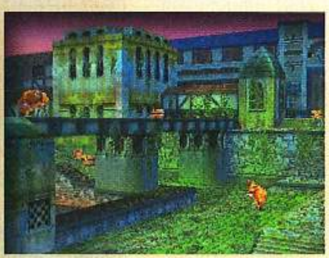
You cannot enter the exterior area of the castle until you clear the "Rela Cyel Past" maps.



PART THREE: "WAITING FOR PAPA"

Old Town (Formerly Known as Abandoned City)

As you enter Old Town, Yuri suddenly collapses. Up ahead, Chelinka sees monsters swarming over the ruins of the Old Town area. Time to put that newly acquired equipment and new magic skill to the test.



GOBLIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	124	1461	2761
EXP	14	560	1120

SKELETON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	136	1476	2776
EXP	12	552	1104

FLAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	52	1157	2257
EXP	23	576	1152

MU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	112	1112	2112
EXP	10	496	992

LIZARDMAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	148	1607	3007
EXP	20	568	1136

DIKA FLAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	400	2100	3600
EXP	160	920	1840

RARE

BEHEMOTH

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1360	3540	5040
EXP	200	1000	2000

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	-	-	-	-	A	A	A	A	*1
2	Fire Magicite	100	Thunder Magicite	100	Thunder Magicite	100	-	-	H	-	H	-	
3	Blizz Magicite	100	Blizz Magicite	100	-	-	-	-	B	E	B	E	*1
4	Cure Magicite	100	-	-	-	-	-	-	A	-	A	-	
5	Cure Magicite	100	Clear Magicite	100	-	-	-	-	D	H	D	H	*2
6	Potion	100	-	-	-	-	-	-	A	-	A	-	
7	Potion	100	Ether	100	-	-	-	-	-	A	-	A	
8	Ether	100	-	-	-	-	-	-	B	-	B	-	
9	Round Corn	33	Star Carrot	34	Gourd Potato	33	15 gil	100	B	H	B	-	
10	Round Corn	33	Star Carrot	34	Gourd Potato	33	-	-	B	-	B	-	
11	Striped Apple	33	Cherry Cluster	34	Rainbow Grapes	33	15 gil	100	H	H	-	-	
12	Fire Pocket	100	Blizzard Pocket	100	Thunder Pocket	100	-	-	C	C	C	C	
13	Cure Pocket	100	Clear Pocket	100	Raise Pocket	100	-	-	C	C	C	C	
14	Fledgling's Wpn	40	Child's Weapon	30	Iron Weapon	30	-	-	-	-	E	-	
15	Iron Weapon	100	-	-	-	-	-	-	H	-	C	-	
16	Warrior's Wpn	50	Sun's Weapon	50	-	-	-	-	-	C	-	C	
17	Sturdy Red Hat	100	-	-	-	-	-	-	-	A	-	A	
18	Bronze Lt. Armor	30	Not Hot Outfit	35	Not Cold Outfit	35	-	-	-	-	H	-	
19	Frost-free Garb	50	Heat-hating Garb	50	-	-	-	-	-	B	-	B	
20	Ruby Work	33	Sapphire Work	34	Citrine Work	33	35 gil	100	-	D	-	D	
21	Emerald Work	33	Amethyst Work	34	Onyx Work	33	35 gil	100	-	C	-	C	
22	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	E	-	E	
23	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	H	-	H	
24	Ruby	33	Sapphire	34	Citrine	33	-	-	-	B	-	B	
25	Emerald	33	Amethyst	34	Onyx	33	-	-	-	H	-	H	
26	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	B	-	B	
27	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	D	-	D	
28	Bronze	50	Iron	50	-	-	-	-	H	-	H	-	
29	Iron	60	Mythril	45	Gold	20	Garnet	60	-	F	-	F	
30	Gold	75	35 gil	100	-	-	-	-	-	A	-	A	
31	15 gil (60 gil)	100	-	-	-	-	-	-	C	-	C	-	*3
32	30 gil (120 gil)	100	-	-	-	-	-	-	C	H	C	B	*3
33	50 gil (200 gil)	100	-	-	-	-	-	-	-	B	-	-	
34	75 gil (300 gil)	100	-	-	-	-	-	-	C	G	C	-	*3

*1: Gain one additional item
*2: Gain an additional one of each item

*3: Number in ( ) signifies amount acquired during multiplay

OVERVIEW: OLD TOWN

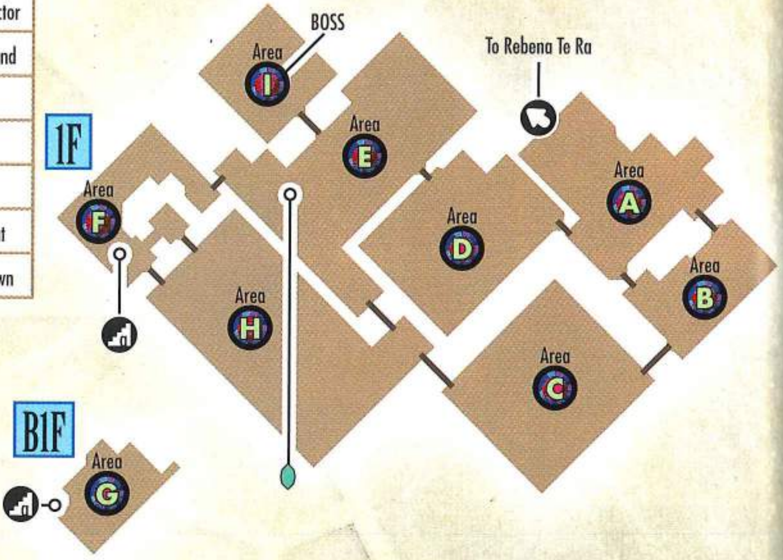
Aha! Finally, magic casting is now in your repertoire. Remember, you need magicite to cast magic. Magicite orbs can be found in certain treasure chests and barrels, and some enemies drop magicite when you defeat them. Keep in mind that you activate a **magic switch** *by casting a spell of the same color on the switch, and you activate a* **magicite stand** *by placing a magicite orb of the same color on the stand.*

Magicite Minions

Whenever you run into a magic switch or magic stand, chances are good that nearby monsters carry the type of magicite you need to activate the switch or stand. Thus, if you don't have the magicite type you need to manipulate a magic device, just KO a few of the surrounding enemies to gather some.

MAPS: Old Town

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



The steps to complete the puzzles in the Old Town section of Rebena Te Ra take you back and forth between areas. To make it easier to keep track of your progress through the area maps, we've numbered the steps. Just match the number on the area map to the corresponding numbered step in the walkthrough. The numbers look like this: 6 .

AREA A

Step 1: Cast Fire on the Magic Switch

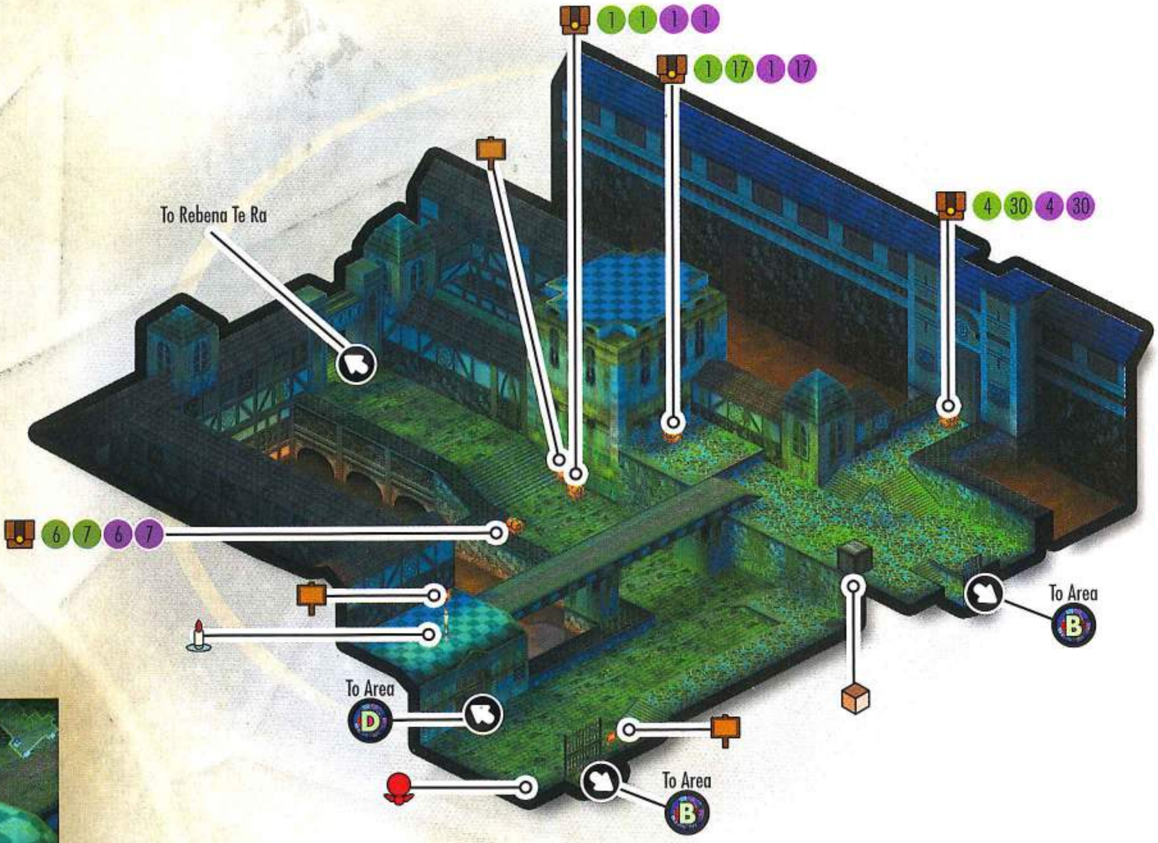
Head downstairs and read the moogle sign about magicites. Open the chest to nab some Fire Magicite, then fight your way through foes, moving beneath the overpass and around the corner to the locked gates and the magic switch. This switch is red, so hit it with a Fire spell. (Tap the red orb icon on the lower screen to make sure you've selected Fire, then press and hold X, use the +Control Pad to move the target circle over the red magic switch, and release X to cast the spell.) The nearby gate opens. Go through the gate and skip down to **Step 2** in the Area **B** section.

Switch Magic

Activate magic switches by zapping them with the type of spell that matches the switch's color: for example, cast Fire at red switches, Blizzard at blue switches, and Thunder at yellow switches.

Step 3: Cast Fire to Light the Candle

You reach the upper level of Area **A** from Area **B.** First, push the nearby block off the ledge so you can move easily between the two levels. Then fight your way across the narrow walk-bridge to the candle. Cast Fire on the candle to light it and open up the gate to Area **D** down below. Jump down and go through the now-open gateway. For **Step 4**, go to the Area **D** walkthrough.


1 1 1 1
1 17 1 17
To Rebena Te Ra
4 30 4 30
6 7 6 7
To Area B
To Area D
To Area B

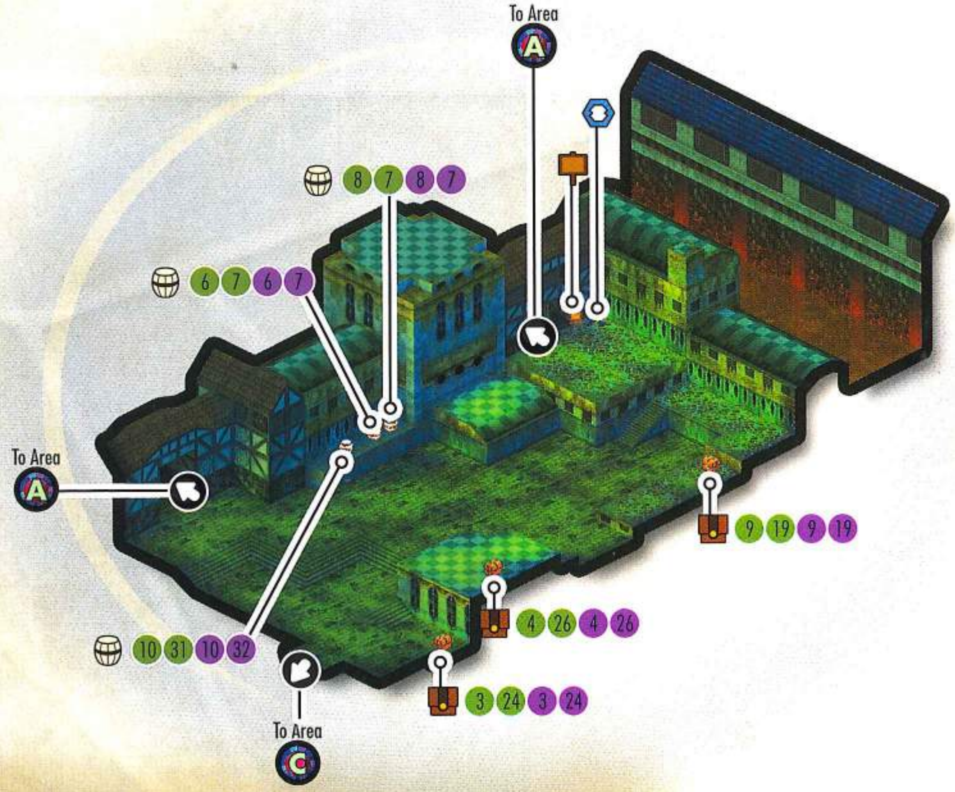
HP 98/148
SP 130/130

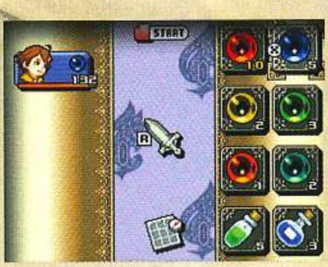
AREA B

Step 2: Place a Blizz. Magicite on the Stand

Smash the three white barrels on the raised ledge, and don't miss the treasure chests in the area. Fight your way northeast toward the blue magic stand. Remember, you need to set a magicite orb of the same color on top of it. On the bottom screen, use your stylus or finger to drag a blue Blizz. Magicite from its pocket into the middle of the screen. This drops a blue orb in front of your onscreen character on the main screen.

Use Y to pick up the Blizz. Magicite orb, then use Y again to place it on top of the blue magicite stand. The gate opens and you can proceed through, returning to Area **A**. Now go to **Step 3** back in the Area **A** section.

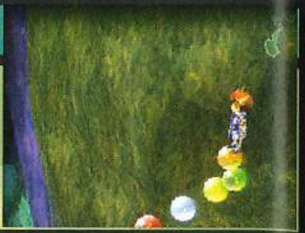

To Area A
8 7 8 7
6 7 6 7
To Area A
9 19 9 19
4 26 4 26
10 31 10 32
3 24 3 24
To Area C



HP 132/148
SP 130/130

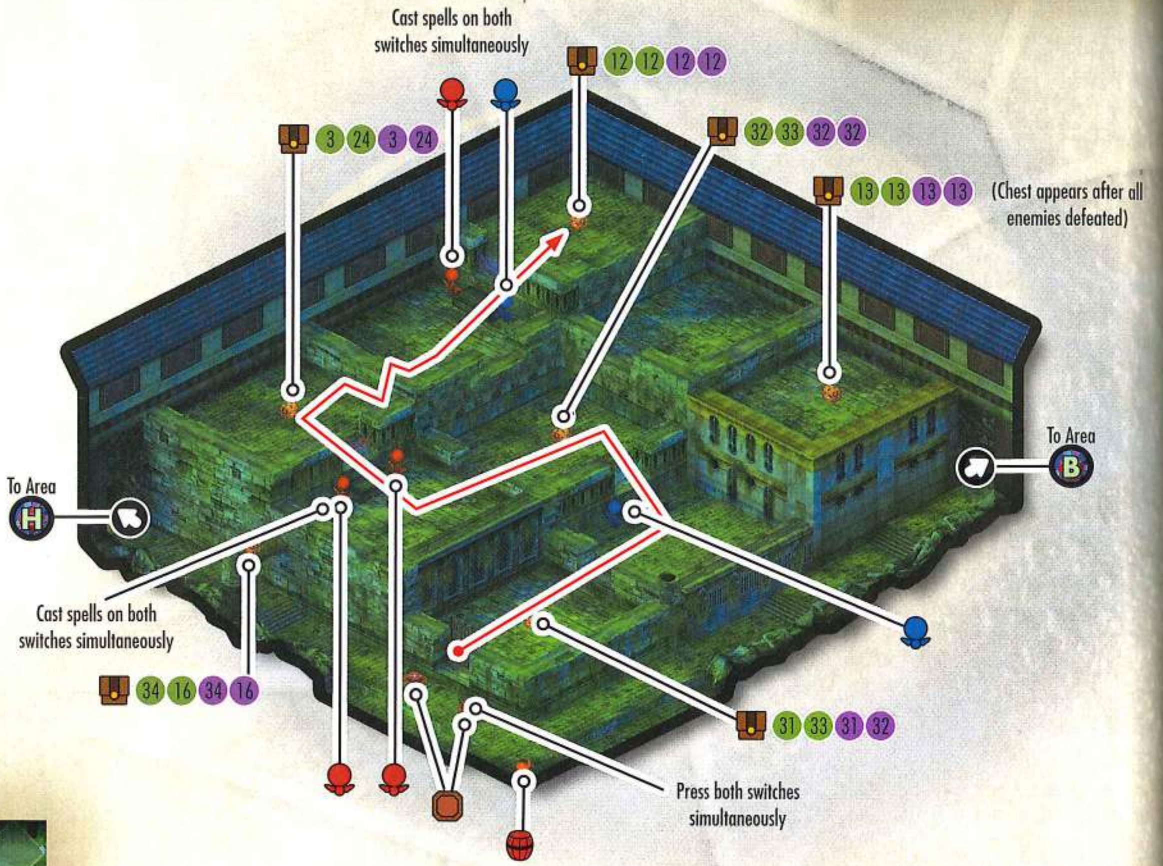
Stack Up a Jump Platform

You can stack up magicite orbs or other items, then jump atop the stack. From there you can jump up to higher locations that can't be reached by simply jumping from the ground. To gain the same height as a double-jump, you need to stack up at least three magicites.

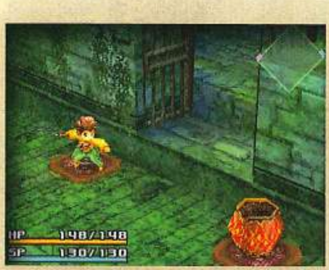


AREA **C**

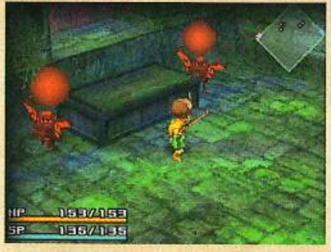
This area is entirely optional, but you don't want to miss the valuable items you can find in treasure chests here. Enter from Area **B** and work your way down to the red barrel in the map's south corner. Pick it up and set it atop one of the two floor switches, then step onto the other floor switch—the door opens. Enter and raid the treasure chests in the next area, then follow the red line route shown on the area map.



Cast spells on both switches simultaneously
12 12 12 12
3 24 3 24
32 33 32 32
13 13 13 13
(Chest appears after all enemies defeated)
To Area B
To Area H
Cast spells on both switches simultaneously
34 16 34 16
31 33 31 32
Press both switches simultaneously



HP 148/148
SP 130/130



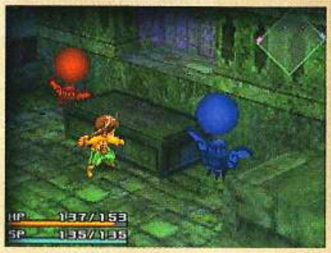
HP 153/153
SP 135/135

At the next doorway, cast a Blizzard spell on the blue magic switch to deactivate the barrier. Proceed to the next doorway where you face two red magic switches that must be deactivated at the same time. Cast Fire, but hold down the X Button and move the target ring over either of the magic switches, then press L to lock the target ring in place on the switch. Quickly hold down X again (you have only seconds) and target the other red switch. When you release X to cast the Fire spell, immediately press the L Button at the same time to activate the Fire spell locked on the first switch. If you execute both at the same time, the force field disappears.

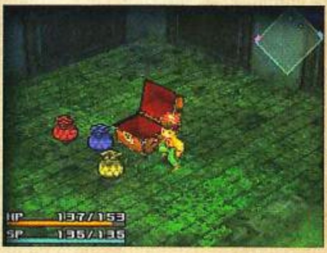
Now jump onto the nearby wall and then wipe out the enemies in the enclosure to the right.

After your victory, proceed to the next pair of magic switches, one red and one blue. Use the same double-spell trick you used on the two red switches—lock a Fire spell on the red switch, then cast a Blizzard spell on the blue switch as you simultaneously set off the Fire spell by pressing the L Button. Now you can raid the chest in the northern corner of the area. Your reward: one Blizzard Pocket, one Fire Pocket, and one Thunder Pocket. Nice haul. But wait…it gets better still.

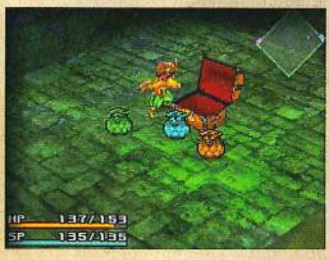
Hop down to the next platform to the right, where one last foe awaits. Note that another treasure chest appears on the easternmost platform (see our area map), but only after all enemies in Area **C** have been defeated. You can just jump over the wall to reach it. In the chest you'll find a Clear Pocket, a Cure Pocket, and a Raise Pocket. *Sweet!*



HP 137/153
SP 135/135



HP 137/153
SP 135/135

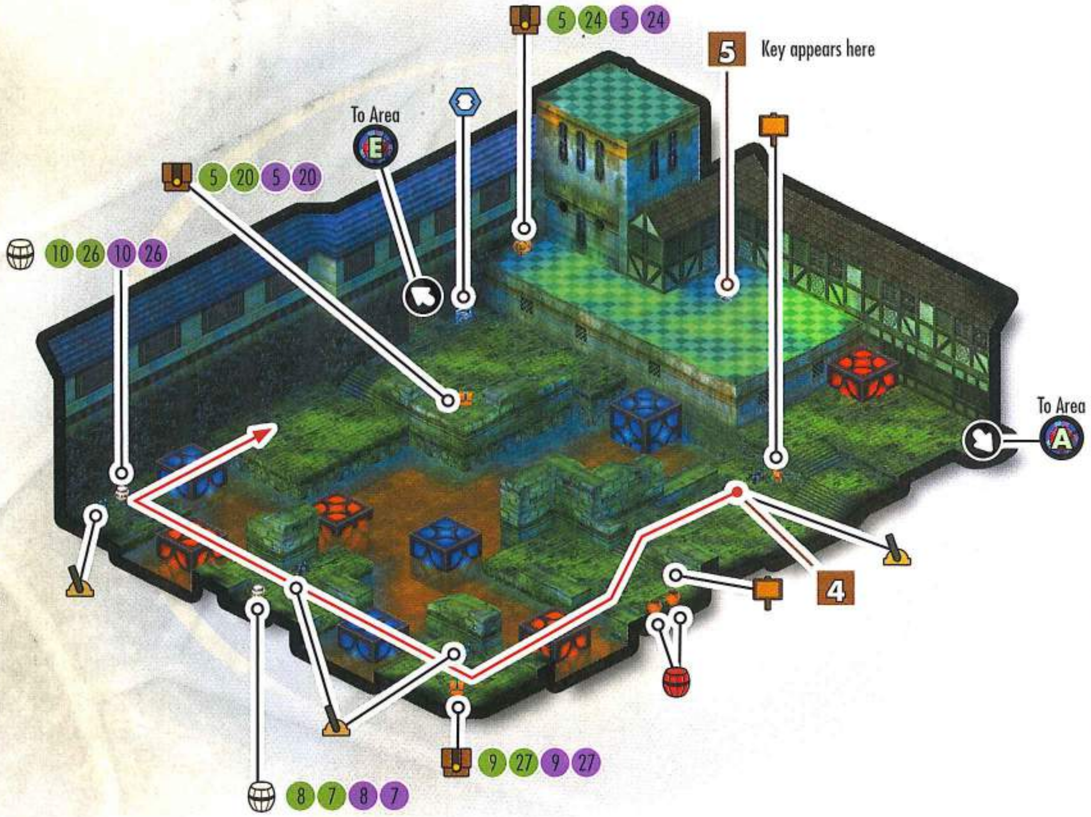


HP 137/153
SP 135/135

AREA D

Step 4: Alternate Levers to Proceed

Enter from Area **A** and go left to the moogle sign to read the instructions for the next puzzle. The concept: hit the two-position levers to raise/lower the blocks in the room. When a lever is in the blue position, all blue blocks are raised and all red blocks lowered. When a lever is in the red position, all red blocks are raised and all blue blocks lowered.


5 24 5 24
5 Key appears here
To Area E
5 20 5 20
10 26 10 26
To Area A
4
9 27 9 27
8 7 8 7

Start by hitting the first lever to the red position, and then follow the red line route shown on the area map. Watch out for the big yellow Flan. (Note the two red barrels along the way, which the nearby moogle sign tells you are explosive. Toss them at foes!) When you reach the moat, hop onto the raised red block and jump across to the far side. Hit the next lever to the blue position and use the blue block to hop across the next watery gap.

Keep alternating colors to bring blocks of the corresponding color to the surface as you follow the route. (You should only need to hit each successive lever once to proceed.) Keep going until you get to the platform with the key stand and the exit gate to Area **E**.

Step 5: Trigger the Key's Appearance

Defeat all of the enemies that appear on the key stand platform. When the last one falls, the key appears at **5** on the Area **D** map. (You see it appear in a short event.) To reach the key, however, you must backtrack all the way to where you started the area, hitting each lever as you go to reverse your course. When you get back to the first lever you encountered, leave it in the red position and use the now-raised red block near the door to jump up to the high platform where the key sits.

Defeat the foes who protect the key, then pick up the key and hop down to the left. Place the key on the key stand, then proceed through the open gate into Area **E**.

HP 73/153
SP 135/135

HP 73/153
SP 135/135

HP 73/153
SP 135/135

HP 73/153
SP 135/135

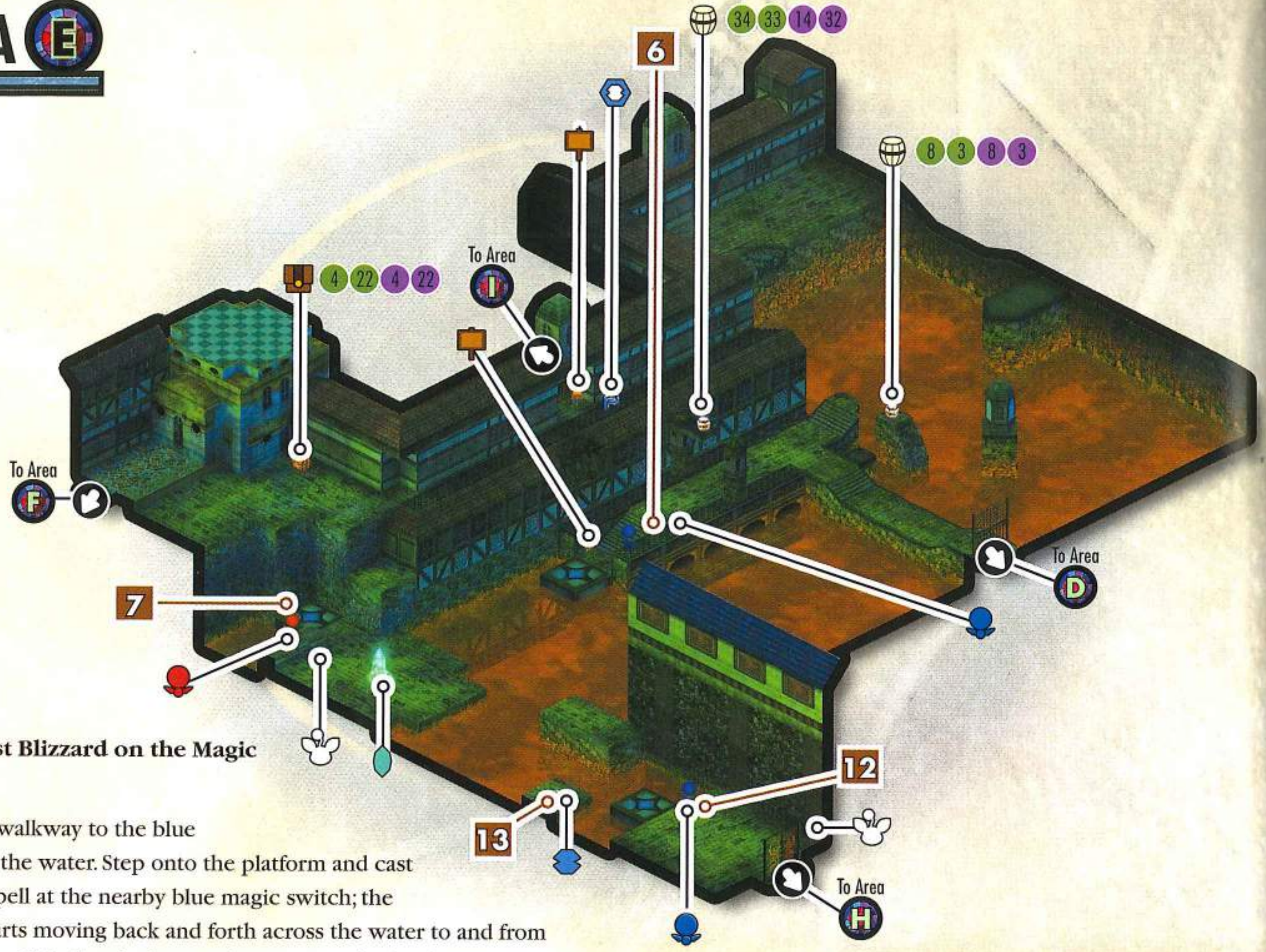
HP 108/153
SP 135/135

HP 140/153
SP 135/135

HP 113/153
SP 135/135

HP 158/158
SP 139/139

AREA E



Step 6: Cast Blizzard on the Magic Switch

Follow the walkway to the blue platform in the water. Step onto the platform and cast a Blizzard spell at the nearby blue magic switch; the platform starts moving back and forth across the water to and from the far shore. Ride the platform and jump onto the far shore.

On the far side you find a Crystal, *whew!* Heal and save your game, then talk to the nearby moogle to pick up another Moogle Stamp. Then go past him to the next magic switch.

Step 7: Cast Fire on the Magic Switch

Cast Fire on the red magic switch to activate the blue platform behind the switch; it starts moving up and down. Step on the platform, ride it up to the next level, and get off. Exit via the nearby door to Area **F**. Now skip ahead to the Area **F** walkthrough section and on to **Step 8**.

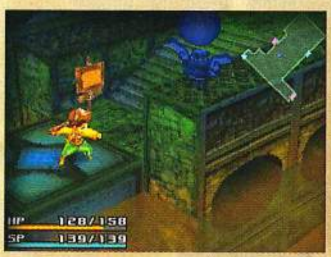
Step 12: Use Blizzard on the Magic Switch

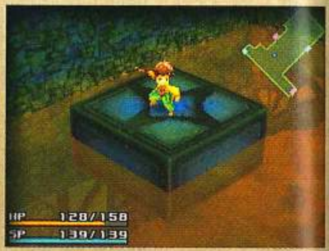
Cast a Blizzard spell on the blue magic switch to activate the blue platform, which starts moving back and forth. Hop aboard and ride a short distance to the nearby platform to pick up the key. (If the key falls in the water, don't worry; it will reappear in the original spot.)

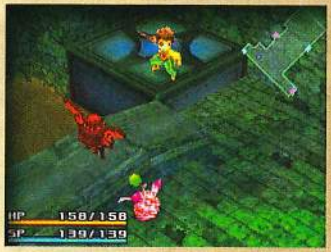
Carrying the key, hop aboard the moving platform again and jump off at the far shore by the Crystal. Heal up and save your game here. (You have to drop the key to save, so don't forget to pick it up again.) Then hop onto the next rising/falling platform behind the Moogle. Ride it to the upper level and go to **Step 13**.

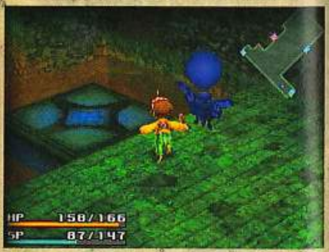
Step 13: Place the Key in the Key Stand

Still carrying the key, follow the ledge-like walkway to the right until you reach the gate and the keyhole stand. Put the key in the stand to open the gate, then go through the doorway to your next boss battle in Area **I**.

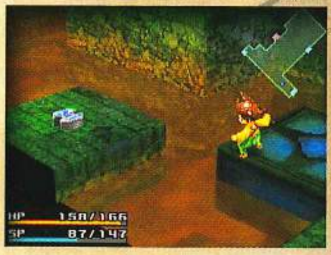


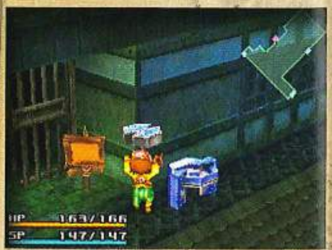




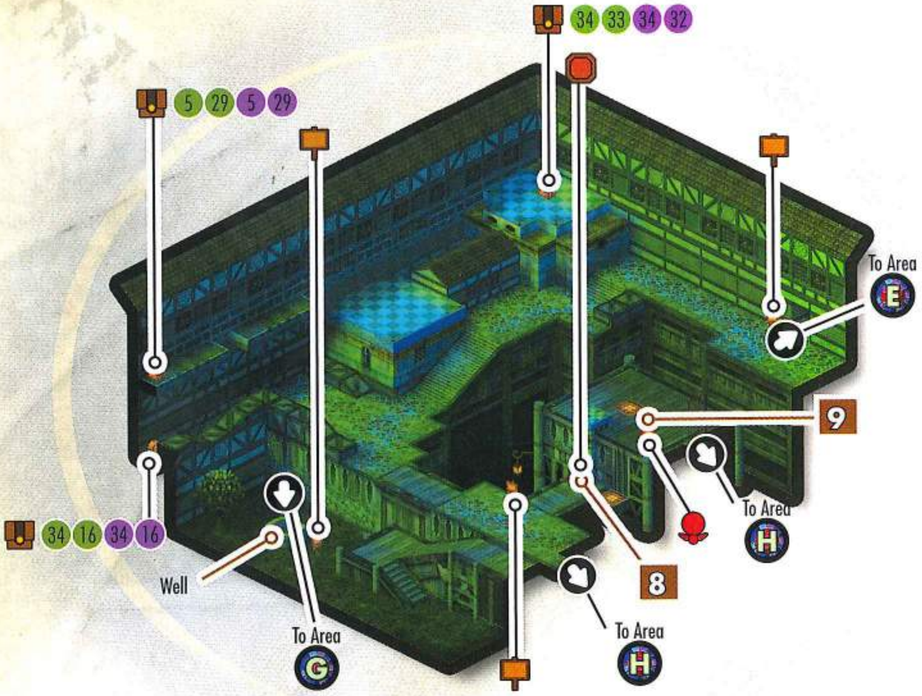


*After you open the doors in Area **H** and reenter:*





AREA F



Read the moogle sign near the entry door for some good combat advice: when foes have their guard up—you'll see "Guard" appear onscreen as they block when you try to strike them with physical attacks—nail them with magic or tribe abilities.

Follow the walkway around the corner and jump up onto the checkerboard platform, then over to the treasure chest tucked in the map's northern corner. Work your way to another chest hidden in the map's western corner. Keep following the walkway across the bridge.

Here you have three choices:

- If you go to the iron switch by the lift, proceed to **Step 8**.
- If you continue southwest into the lower level of Area **H**, skip down now to the Area **H** walkthrough.
- If you choose to descend the ramp to the lower level and hop into the well, you drop underground into Area **G**, so skip ahead to the Area **G** walkthrough.

Free Fall

If you fall off a walkway or into the well in Area **F**, you'll drop to Area **G**, an underground level. You won't receive any damage in the fall, however, so don't worry.

Step 8: Attack the Iron Floor Switch

HP 158/158
SP 139/139

HP 86/158
SP 79/139

HP 86/158
SP 79/139

The nearby moogle sign explains that you must use a "downward thrust" on the heavy-duty iron floor switch to activate it. Hop onto the switch, press B to jump into the air, then hit A while airborne to strike down at the switch. This opens the gate above you, the one leading into the upper level of Area **H**. To reach that gate, go to **Step 9**.

Step 9: Cast Fire on the Magic Switch

See that red magic switch next to the gate you just opened in **Step 8**? Cast Fire on it. This starts the nearby lift moving up and down. Hop aboard the lift, ride up, and proceed through the gate into the upper level of Area **H**.

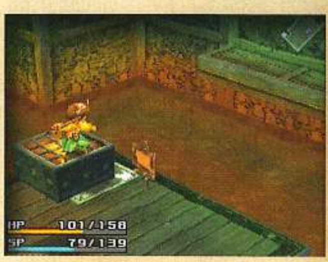
AREA G

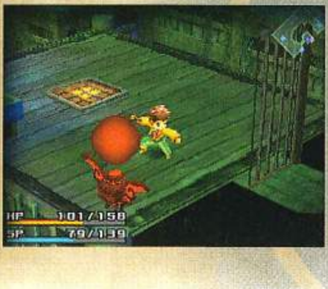
This is a small underground level. When you defeat all of the monsters here, a platform starts moving up and down in the center of the area. Note that this platform is a green "pot tile"—a special tile where Meeth can use her Lilty's pot ability to create a winged pot and use it to fly a short distance. But if Meeth hasn't joined your party yet (and she hasn't in this walkthrough), the tile only functions as an elevator for now.

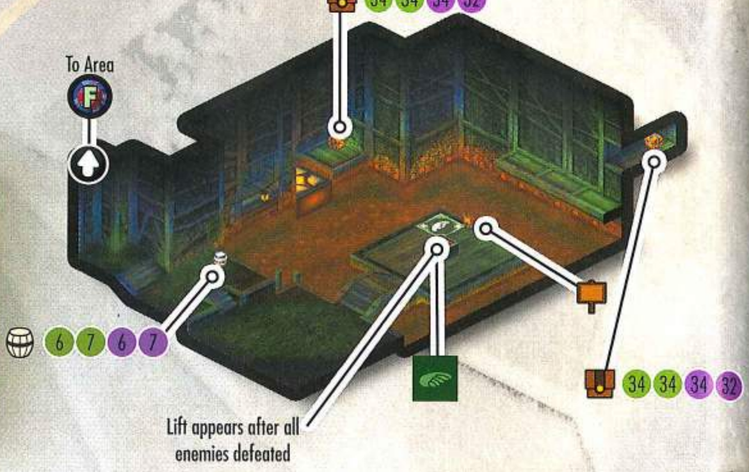
So just jump aboard the rising tile and ride back up to Area **F**. You end up on the raised area near the red magic switch and the exit gate. (Note: you can climb the well ladder back up to Area **F** too, placing you next to the well.)

If you've already opened the gate(via **Step 9**), go on through to the upper level of Area **H**.

If the gate is still locked, hop down to the lower level and go back to **Step 8** in the Area **F** walkthrough.

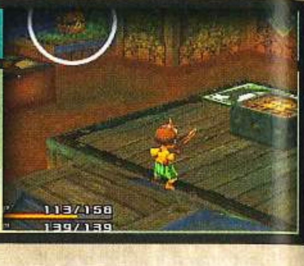

HP 101/158
SP 79/139


HP 101/158
SP 79/139

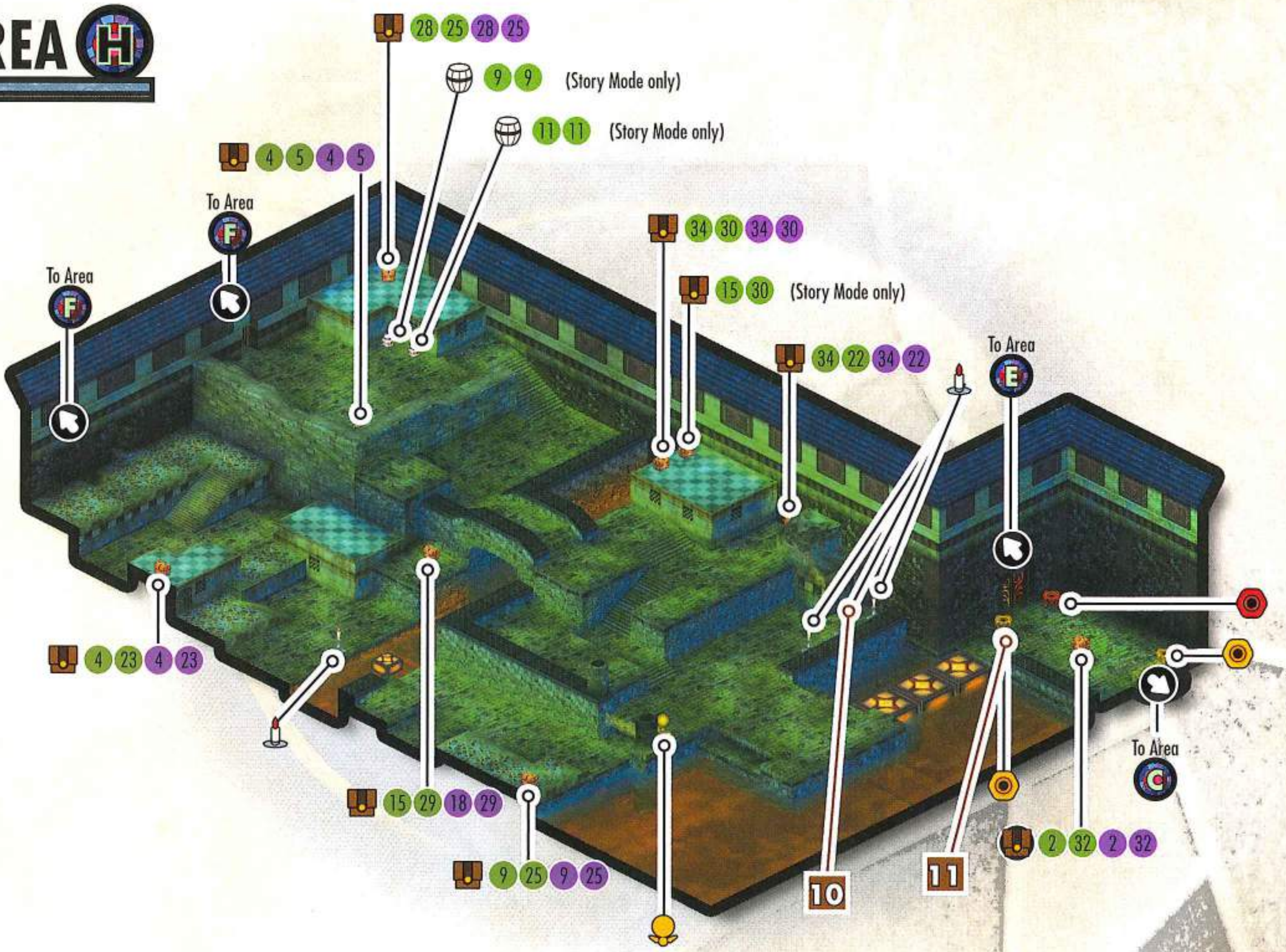

34 34 34 32
To Area F
6 7 6 7
34 34 34 32
Lift appears after all enemies defeated

Reach the Chest with Meeth

If Meeth is in your party, you can use a Lilty's pot to jump off the lift—the one that appears after you defeat all the basement enemies—and float across to the treasure chest on the other side (circled here).

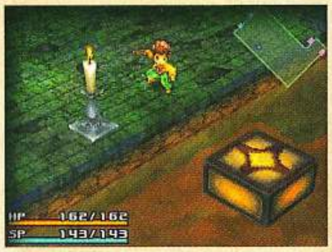

113/158
139/139

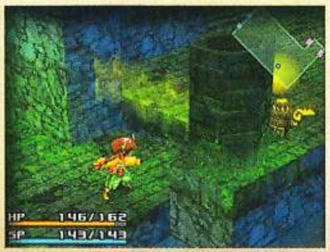
AREA H


28 25 28 25
9 9 (Story Mode only)
11 11 (Story Mode only)
4 5 4 5
To Area F
To Area F
34 30 34 30
15 30 (Story Mode only)
34 22 34 22
To Area E
4 23 4 23
15 29 18 29
9 25 9 25
10
11
2 32 2 32
To Area C

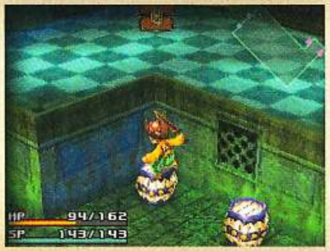
If you enter via the lower level from Area **F**:

Work your way along the lower level of Area **H**, defeating enemies and looting three chests. Halfway across, cast Fire on the magic candle to light it and raise a stepping stone in the toxic moat. This lets you leap across the moat and nab one more chest.





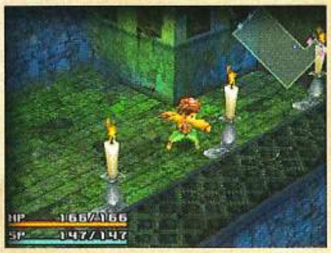
But in the southern corner, a barrier generated by a yellow magic switch eventually blocks your way. You must cast Thunder on the switch to deactivate the barrier, but you can't reach the switch with magic from this side; you must cast from the other side (accomplished in **Step 10** on the next page). So here you'll have to backtrack all the way to Area **F** and reenter Area **H** from the upper level.

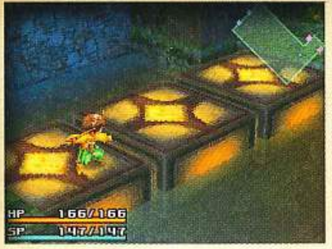


If you enter via the upper level from Area **F**:

Conserve your Fire Magicites as you fight through the level; you need at least three to light candles later. Just inside the entrance you find a raised checkerboard platform. Use one of the two white barrels in front of it to jump up onto the platform and raid the treasure chest.

Continue along the upper level path, fighting your way over the bridge and looking for treasure. Two chests sit up on another raised checkerboard platform just east of the bridge—to hop up, use the treasure chest on the ground tucked beside the platform. Work your way down to the yellow magic switch and cast Thunder on it to open the barrier leading to the rest of Area **H**'s lower level. Then head over to the three magic candles standing in a row.





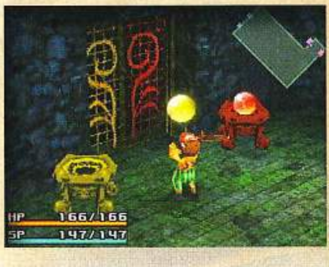
Step 10: Light the Three Magic Candles

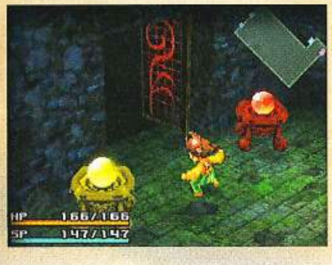
Cast Fire on each of the magic candles to light them. Do it quickly! The candles snuff out in just seconds if you don't have all three lit. When you get all three candles lit at once, a three-block platform rises from the water, leading over to two doors. Several monsters appear nearby too. These beasts bear a lot of magicite, so KO all of them and grab the loot.

Before you cross the block-bridge, make sure you cast a Thunder spell at the yellow magic switch near the candles (if you haven't already done so) to remove the barrier and allow access to the rest of Area **H**'s lower level. Do this before you execute **Step 11**.

Step 11: Put Magicites on the Matching Magicite Stands

Take magicite orbs out of your inventory (again, on your DS's lower screen, just drag each orb from its pocket to the screen's center) that match the color of the three nearby magicite stands—one Fire (red) and two Thunder (yellow). Then put a matching magicite orb on each of the colored stands to open the exit doors to Area **C** and the lower level of Area **E** that you couldn't reach before.

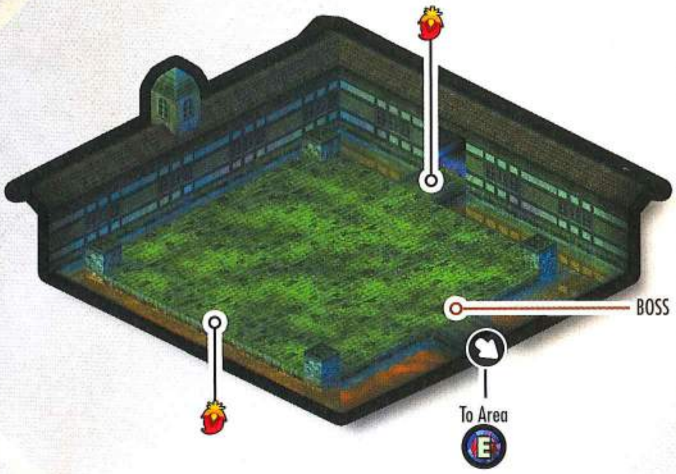




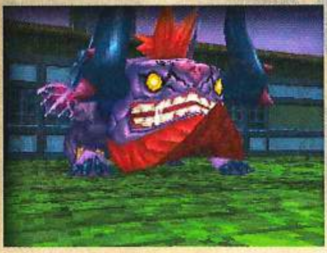
If you don't have enough magicite, check the treasure chest near the stands. Careful! Opening the chest triggers the appearance of more monsters bearing magicite. For **Step 12**, go back to the walkthrough for Area **E**.

AREA I

Welcome to the lair of the Behemoth. Watch the opening scene in which Yuri nearly faints again as the bells toll in his head. Then, in a snarling flash, the Behemoth appears.

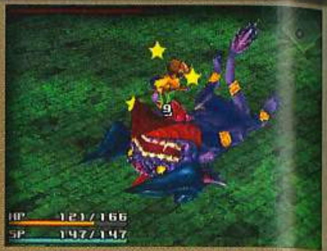


Yuri!?
What's the matter? Tell me.



BEHEMOTH

HP 166/166
SP 147/147



Attack spells can turn this boss belly-up, revealing the vulnerable red crystal on his chest. Move in a circle around the Behemoth to avoid his fire and beam attacks. When the beast rears up on his hind legs, he is about to stomp down and unleash a huge area attack. As you see him rise up, quickly run away.

Once you're clear of the big stomp attack, immediately target the Behemoth with a good attack spell like Fire or Thunder. A solid magic hit flips the beast briefly: take that opportunity to jump on top and stomp at his red chest crystal, which inflicts big damage.

PLAYTHROUGH	DROP ITEMS
1st	Iron Weapon, Red Headwear (*1), Blue Headwear (*1), Not Hot Outfit (*1), Not Cold Outfit, Soft Cloth, Sturdy Leather, Dark Crystal, Silver (*2), Iron (*2), Tree Branch (*2), Oak Branch (*2), Red Fay Dust, Blue Fay Dust, Green Fay Dust, Behemoth Claw, 30 gil (*2), 100 gil (*1)
2nd+	Warrior's Wpn., Finest Iron Helm, Steel Armor, Dark Crystal, Iron, Mythril, Gold, Garnet, Oak Branch, Behemoth Horn, Behemoth Claw, 150 gil

*1: Only during Multiplay
*2: Only during Story Mode

AFTER THE BOSS FIGHT

Once you've vanquished the Behemoth, walk into the crystal to trigger a post-battle sequence. As the beast lumbers away in defeat, the twins decide to chase it down before it can get to the city square. But as they follow the monster, another "visitation" occurs. Soon their papa Latov finds them, and they head for Home together.

Watch one final scene…a murky yet disturbing conversation between two unsettling entities. As the chapter ends, we return to the house of the twins.

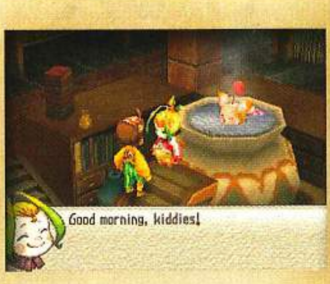
It is as you've described--quite a remarkable specimen.

There should be no question with regard to quality, Sire, since--

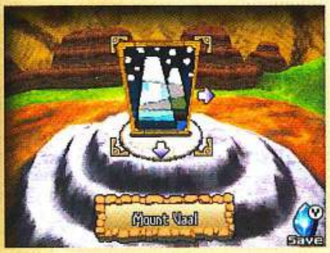
PART THREE: "ACCOMPANYING AL"

Home/Villa

Once you regain control of your character, exit the house and save your game at the Crystal. Then enter Al/Meeth's house (Area **C** in the Home/Villa maps) and climb upstairs to the top floor to find Meeth. Talk to her to learn that Al has traveled to Mount Vaal in search of medicinal herbs.


Good morning, kiddies!

Yessir!



Exit the house to trigger a meeting with Al, who now joins your party. Talk to him to learn more about Mount Vaal and the importance of using tribe abilities there. Exit the village to the World Map, then scroll to Mount Vaal and select that destination.

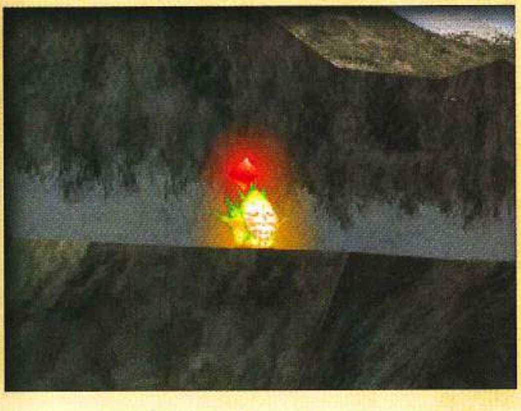
Restock and Upgrade in the City

Before you head to Mount Vaal, you might want to make a quick shopping trip to Rebena Te Ra to stock up on potions and ethers. Also, if you have the scrolls and materials you need to order upgraded equipment at the Workshop, or you have enough gil to buy at the Armory whatever you can't have forged, by all means do so now.

You should also talk to Rebena Te Ra's citizens to pick up new bits of information about the current situation in the kingdom. You also learn about how certain jewels can enhance the effectiveness of equipment crafted at the Workshop.

Mount Vaal (1st Expedition)

When you arrive, Al points out the nearby moogle plants, useful for making restorative concoctions when in bloom. But he explains that the ultimate goal is to find the "mega moogle plant," most likely found at the pinnacle of Mount Vaal. Up you go!



ICE BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	222	1466	2666
EXP	21	536	1072

HAMMER GOBLIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	252	1627	2927
EXP	25	600	1200

GOBLIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	230	1599	2899
EXP	22	576	1152

THUNDER BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	212	1454	2654
EXP	21	536	1072

SNOW MU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	168	1168	2168
EXP	15	512	1024

SCARY SPIKE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	102	1212	2312
EXP	30	560	1120

BAT

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	125	1012	1912
EXP	18	512	1072

BOSS TURTLE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1050	3075	4575
EXP	240	1000	2000

RARE

BOSS BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1250	3375	4875
EXP	200	960	1920

RARE

ZU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1920	4380	5880
EXP	300	1040	2080

BOSS

CRYSTAL BOSS

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1010	2412	3612
EXP	400	1080	2160

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	-	-	-	-	B	E	B	E	*1
2	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	E	E	E	E	*1
3	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	C	E	C	E	*1
4	Cure Magicite	100	Clear Magicite	100	-	-	-	-	E	E	E	E	*2
5	Cure Magicite	100	Raise Magicite	100	-	-	-	-	B	B	B	B	*3
6	Potion	100	Ether	100	-	-	-	-	B	F	B	F	*4
7	Round Corn	33	Star Carrot	34	Gourd Potato	33	30 gil	100	B	-	B	-	
8	Round Corn	33	Star Carrot	34	Gourd Potato	33	-	-	B	-	B	-	
9	HP Boost	100	-	-	-	-	-	-	C	C	J	J	*1
10	SP Boost	100	-	-	-	-	-	-	I	I	I	I	*1
11	Steel Weapon	100	-	-	-	-	-	-	B	-	B	-	
12	Steel Weapon	70	Stylish Weapon	30	-	-	-	-	B	-	B	-	
13	Noble's Weapon	100	-	-	-	-	-	-	-	B	-	B	
14	Iron Helmet	100	-	-	-	-	-	-	H	-	H	-	
15	Red Headwear	50	Blue Headwear	50	-	-	-	-	B	-	B	-	
16	Red Headwear	25	Blue Headwear	25	Green Headwear	25	Secret Disguise	25	B	-	B	-	
17	Battle Helmet	100	-	-	-	-	-	-	-	C	-	C	
18	Enchanted Hat	50	Mercy Headwear	50	-	-	-	-	-	B	-	B	
19	Iron Harness	100	-	-	-	-	-	-	H	-	H	-	
20	Not Hot Outfit	50	Not Cold Outfit	50	-	-	-	-	B	-	B	-	
21	Not Hot Outfit	35	Not Cold Outfit	35	Rugged Clothes	30	-	-	C	-	C	-	
22	Battle Uniform	100	-	-	-	-	-	-	-	C	-	C	
23	Enchanted Cloak	50	Mercy Raiment	50	-	-	-	-	-	B	-	B	
24	Crystal Work	50	Cursed Card	50	-	-	-	-	-	H	-	H	
25	Soft Cloth	100	Smooth Cloth	50	Supple Leather	50	-	-	-	C	-	C	
26	Steel Cloth	100	-	-	-	-	-	-	-	C	-	C	
27	Heavenly Ore	100	-	-	-	-	-	-	-	B	-	B	
28	White Marble	25	Heavenly Specks	100	-	-	-	-	-	B	-	B	
29	Refined Copper	32	Refined Iron	32	Refined Mythril	32	Heavenly Ore	4	-	F	-	F	
30	Clump of Magic	43	White Marble	57	-	-	-	-	-	B	-	B	
31	Ruby	33	Sapphire	34	Citrine	33	-	-	-	C	-	C	
32	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
33	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	B	-	B	
34	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	B	-	B	
35	Copper	100	Copper Shard	75	Iron	40	Iron Shard	20	-	C	-	C	
36	Copper	25	Iron	25	Mythril	25	Silver	25	-	D	-	D	
37	Iron Harness	50	Iron Shard	50	-	-	-	-	C	-	C	-	
38	Silver	75	Orichalcum	60	40 gil	100	-	-	-	B	-	B	
39	Garnet	50	Iron	50	-	-	-	-	C	-	C	-	*5
40	Steel	100	Silver	75	40 gil	50	-	-	-	F	-	F	
41	Seraph Dust	30	White Dust	100	40 gil	45	Phoenix Down	25	-	C	-	C	*6
42	Holy Orb	100	White Dust	48	Seraph Dust	20	40 gil	32	-	B	-	B	
43	Magic Stone	50	30 gil	50	-	-	-	-	C	-	C	-	
44	Magic Sphere	25	Magic Stone	100	40 gil	50	-	-	-	C	-	C	
45	30 gil (120 gil)	100	-	-	-	-	-	-	-	D	-	D	*7
46	100 gil (300 gil)	100	-	-	-	-	-	-	B	-	B	-	*7
47	150 gil	25	Iron Harness	25	Not Hot Outfit	25	Not Cold Outfit	25	I	-	I	-	

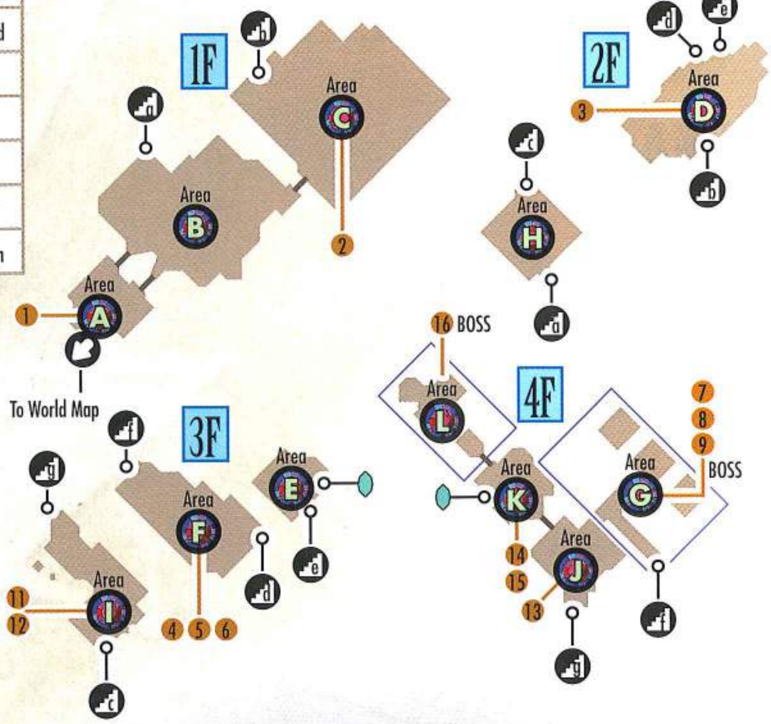
*1: Gain one additional item
*2: Gain one additional Cure Magicite
*3: Gain one additional Clear Magicite
*4: Gain an additional one of each item
*5: Garnet becomes Copper
*6: Chance of getting Phoenix Down becomes 30%
*7: Number in ( ) signifies amount acquired during multiplay

OVERVIEW: MOUNT VAAL

Al joins your party on this map. His ranged attack offers a nice combat alternative: he flings magical orbs, and the range increases when Al jumps. You can also use Al's Yuke tribe ability to activate magical devices. The chapter actually takes you to Mount Vaal twice, and you face two separate bosses, one during each visit. The twins visit first as young children and then return later as adolescents, with an interlude at Home in-between. (The second part of the adventure begins with **Step 10** *of the walkthrough.)*

MAPS: Mount Vaal

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down

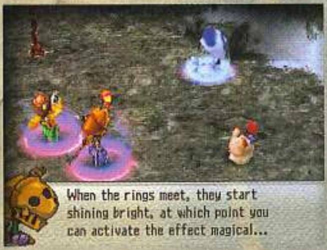

1F
Area A
Area B
Area C
1
2
To World Map
2F
Area D
3
Area H
16 BOSS
4F
Area L
Area K
Area J
Area G
7
8
9
BOSS
14
15
13
3F
Area E
Area F
Area I
11
12
4 5 6

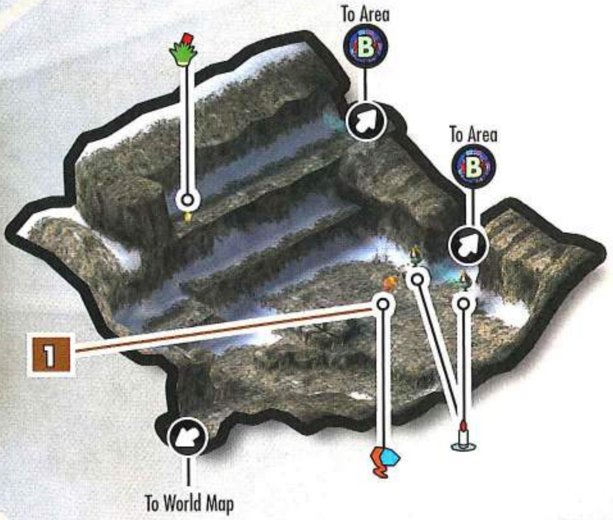
MOUNT VAAL: 1st Expedition

AREA A

Step 1: Light the Two Magic Candles

After you enter Mt. Vaal, a moogle meets you and offers to share the basics of party teamwork. Next, Al explains how allies can pile up magic rings to create more powerful magic. Pay attention!


When the rings meet, they start shining bright, at which point you can activate the effect magical...


To Area B
To Area B
1
To World Map

Finally, Al offers a tutorial on his Yuke tribe ability known as "magic threads," which is used to activate magical contraptions. Al lights the first of two magic candles by dragging a thread from the nearby mage's needle to the candle. When he's done, use the procedure to light the second magic candle. When both candles are lit, the barrier dissipates behind them, opening a portal to Area **B**.

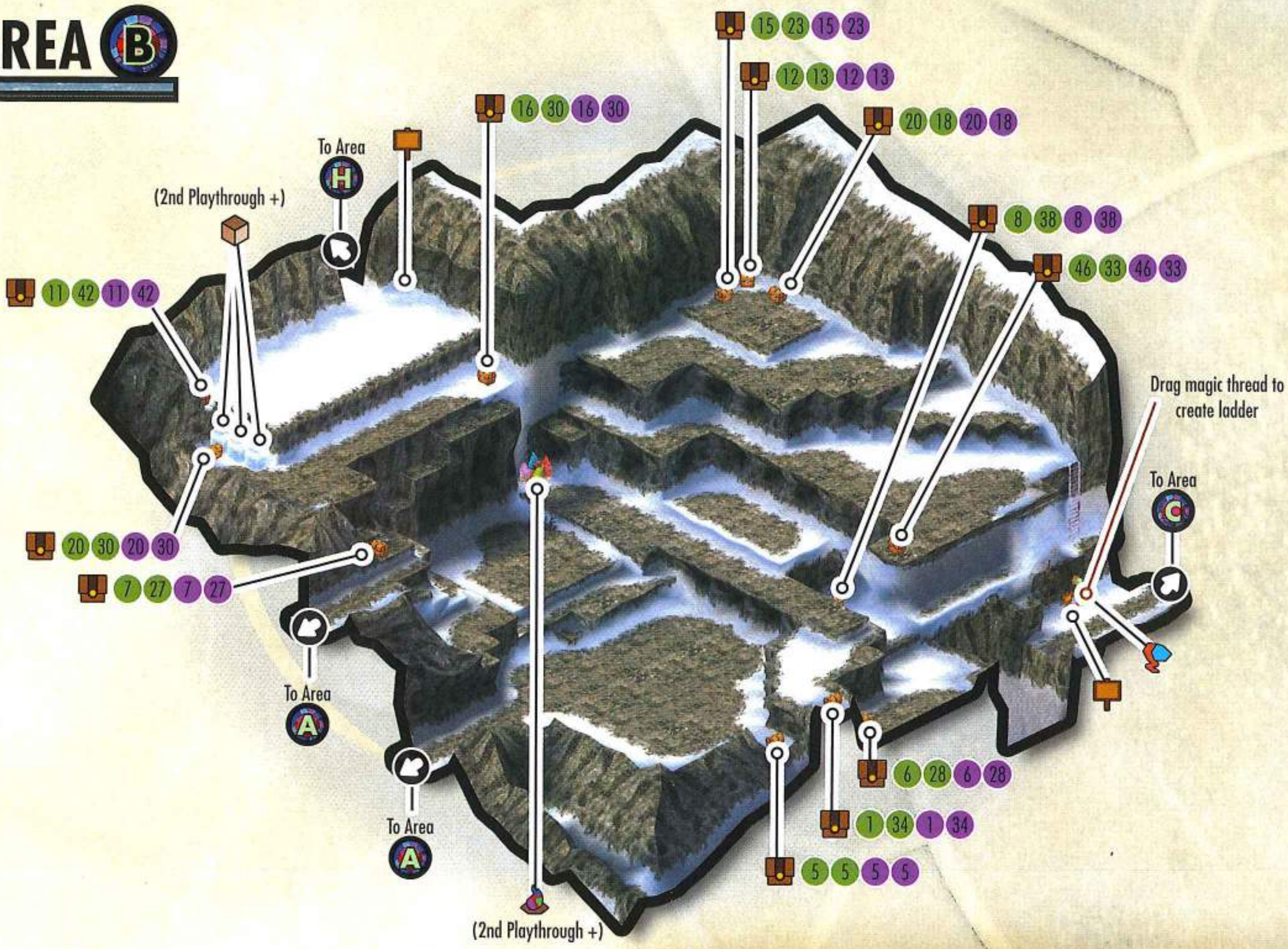
Before you proceed, note that a moogle plant grows on a high ledge here in Area **A**. You can't reach it from below, however; the ledge can be accessed only via an upper-level passage from Area **B**. Now proceed into Area **B**.

HP 174/174
SP 161/161

Plucking Plants

To harvest a moogle plant, approach it and press Ⓨ to pick it. These plants can be used as materials, so gather as many as possible. But be careful! In most cases, picking a moogle plant triggers the sudden appearance of resentful foes.

AREA Ⓑ



15 23 15 23
12 13 12 13
16 30 16 30
20 18 20 18
To Area H
(2nd Playthrough +)
8 38 8 38
46 33 46 33
11 42 11 42
Drag magic thread to create ladder
To Area C
20 30 20 30
7 27 7 27
To Area A
To Area A
6 28 6 28
1 34 1 34
5 5 5 5
(2nd Playthrough +)

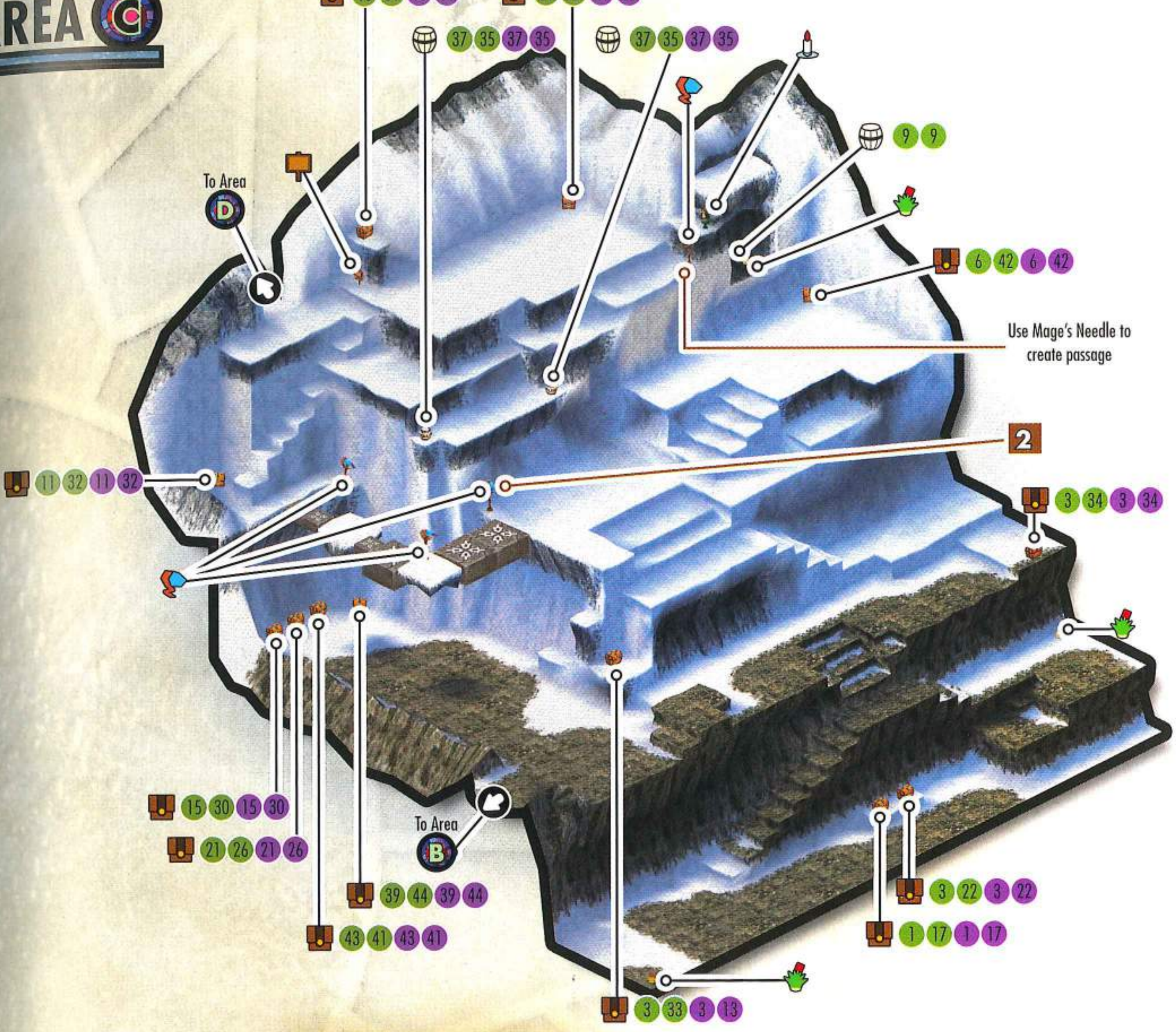
This is a big area with a lot of treasure chests and plenty of hostile creatures. Your ultimate goal is to reach the passage to Area **C** in the eastern corner of the map, but you should work your way systematically through the area to score all the good loot first. Take the upper exit back to Area **A** so you can reach the moogle plant on the ledge (mentioned in the last section), then return. Note that the passage to Area **H** at the very top of the area is blocked by an avalanche.

HP 178/178
SP 168/168

HP 166/166
SP 201/201

When you finally get down to the exit to Area **C** you find a mage's needle and a sign with a good tip. Switch control to Al and activate his tribe ability screen. Spot the dotted white line just to the left of the sign, then drag a magic thread from the mage's needle to the outline to create a climbable vine. (This vine is useful if you want to return to Area **A**.) Proceed to the right into Area **C**.

AREA C


16 31 16 31
21 25 21 25
37 35 37 35
37 35 37 35
9 9
To Area D
6 42 6 42
Use Mage's Needle to create passage
2
11 32 11 32
3 34 3 34
15 30 15 30
21 26 21 26
To Area B
39 44 39 44
43 41 43 41
3 22 3 22
1 17 1 17
3 33 3 13

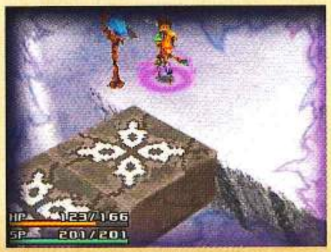
HP 178/178
SP 168/168

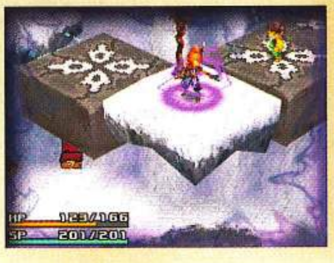
Here's another big, terraced space loaded with both goodies and baddies. Your ultimate goal is to reach the passage to Area **D** in the upper left corner (see **Step 2**), but there's plenty more to do before you leave. Start by taking an immediate left from the entrance to clear the plateau of monsters. Your reward: four gorgeous treasure chests lined up side by side. But don't get cocky. Opening the chests triggers the sudden appearance of an angry Bomb squad.

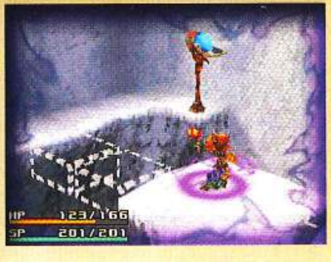
Now drop down to the lowest level and start working your way on up, checking our area map to make sure you nab all of the treasure and moogle plants available. When you finally reach the mage's needle at the edge of the cliff, go to the next step.

Step 2: Use the Mage's Needle to Create a Platform

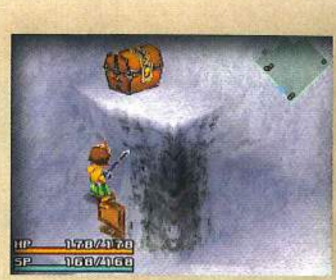
Switch to Al and activate his tribe ability to spot the two platform section outlines. Then drag magic threads from the mage's needle to create both platforms to continue. Don't fall! Repeat the process at the next gap to add one more platform section. Repeat again at the third gap, only this time you must pull a magic thread over from a mage's needle on the opposite cliff.

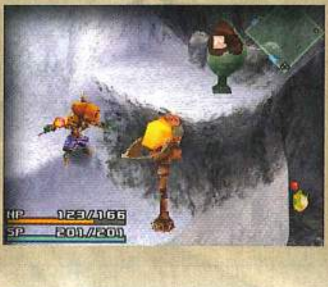

HP 123/166
SP 201/201

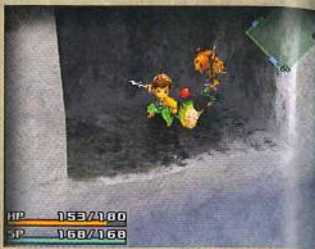

HP 123/166
SP 201/201


HP 123/166
SP 201/201

Now you can reach the exit to Area **D**. Hop atop the nearby moogle sign and use it to jump up to the treasure chest on the ledge above. Then hop down and continue to the right.


HP 178/178
SP 168/168


HP 123/166
SP 201/201


HP 153/180
SP 168/168

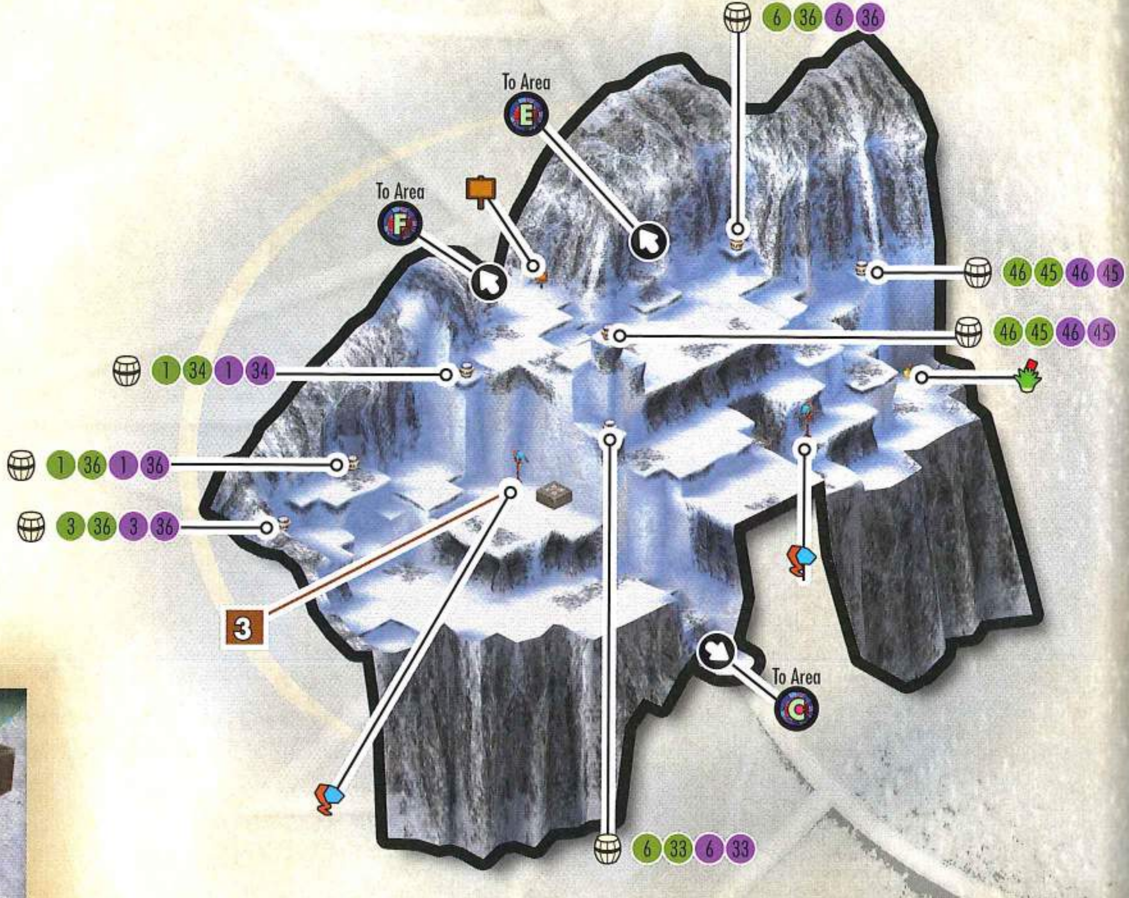
Seek out the last few treasures, then find the mage's needle in the upper right corner of the map. Use Al's tribe ability to drag a magic thread from the mage's needle up to the magic candle above it. This creates a narrow opening next to the candle.

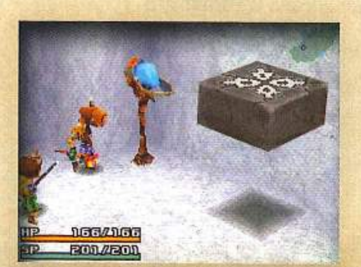
Go through the opening to drop onto the ledge where you find another valuable moogle plant, along with a white barrel containing an HP Boost. Unfortunately, you also find a nasty pair of Bats protecting their cave. Whack them and then plunder. Drop from the cave and work your way back across the bridges you created with the mage's needles, then climb up to the passage that leads into Area **D**.

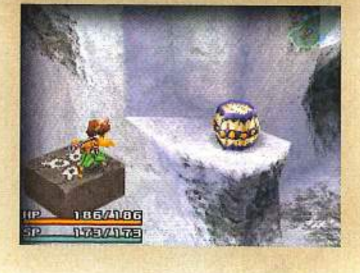
AREA D

Step 3: Create a Platform with the Mage's Needle

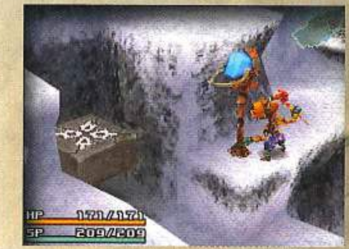
Follow the path up the steps to the mage's needle, then use Al's tribe ability to create a vertically moving platform next to it. Jump aboard and ride up the cliff face. Halfway up you see a white barrel on a small ledge. Hop over to raid it, then wait for the rising platform and jump aboard again, this time riding to the top.

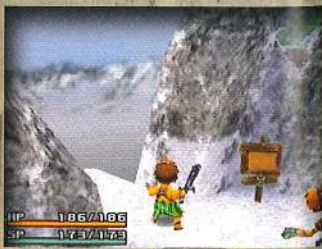

To Area E
To Area F
To Area C
6 36 6 36
46 45 46 45
46 45 46 45
1 34 1 34
1 36 1 36
3 36 3 36
3
6 33 6 33


HP 166/166
SP 201/201


HP 186/186
SP 173/173

Now you have access to two exits—the one with a sign ("You're almost at the summit, kupo!") leads to Area **F**, and the other to a Crystal in Area **E**. Before you enter Area **E** to save and heal, work your way southeast down the terraces to gather up all the treasure. Near the bottom, use another mage's needle to create another vertically moving platform and ride it up before heading for the Crystal in Area **E**. (See our Area **E** walkthrough on the next page.) After you heal/save and return here to Area **D**, go through the pass to Area **F**.


HP 171/171
SP 209/209


HP 186/186
SP 173/173

AREA E

Use the Crystal to heal and save your game. Talk to the nearby moogle for another Moogle Stamp.

Climb the ladder and raid the row of treasure chests, but only if you're low on magicite; if your magicite inventory is full, leave the chests for now and return later when you're low. The five chests hold magicite orbs of the following numbers/types, from left to right:

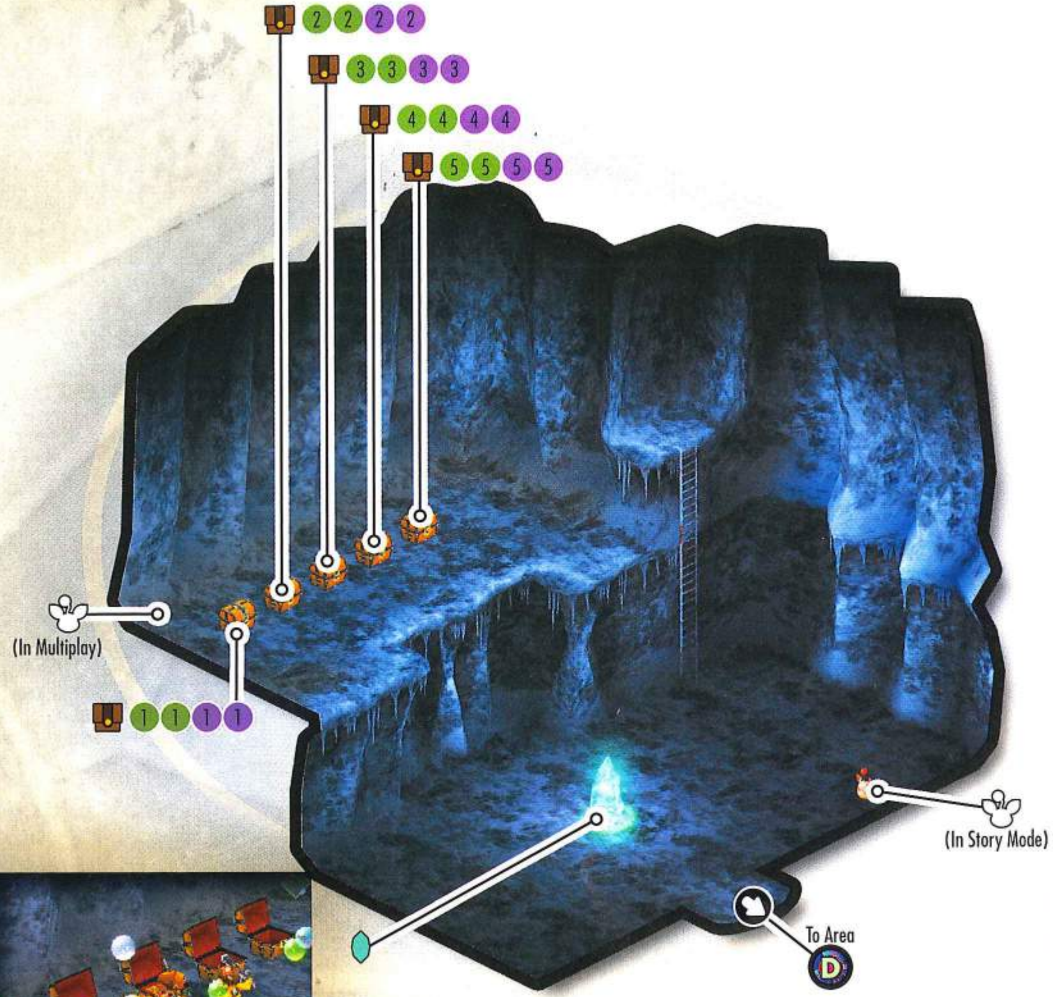
2 Fire

2 Blizzard

2 Thunder

1 Clear & 1 Cure

1 Raise & 1 Cure


2 2 2 2
3 3 3 3
4 4 4 4
5 5 5 5
(In Multiplay)
1 1 1 1
(In Story Mode)
To Area
D

HP 186/186
SP 173/173

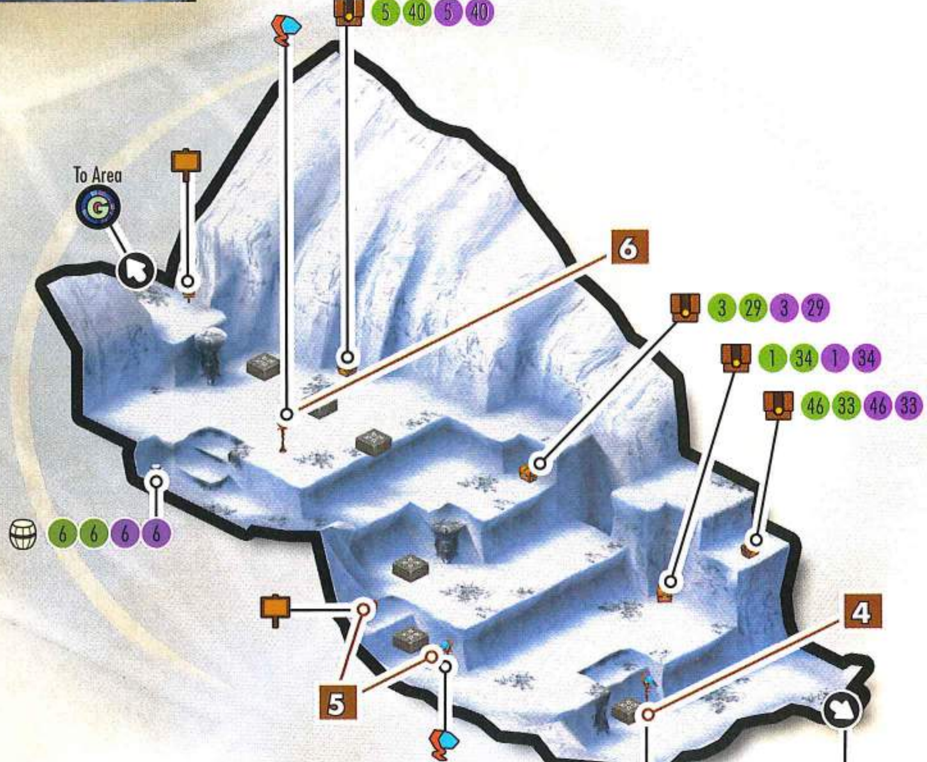
HP 186/186
SP 173/173

AREA F

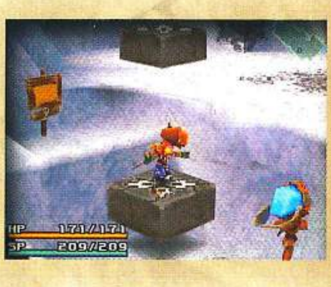
Step 4: Create a First Platform

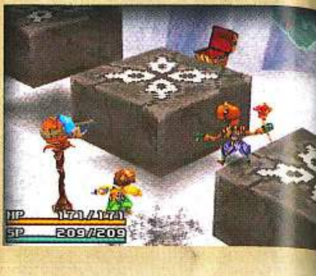
This area consists of several terraces too high to reach with a regular jump. You must use a series of mage's needles to create platforms for hopping up the terraces. The first one is easy enough to see; move Al next to the mage's needle and drag a magic thread to the outlined spot next to it. Jump up to the next level.

HP 171/171
SP 209/209


5 40 5 40
To Area
G
6
3 29 3 29
1 34 1 34
46 33 46 33
6 6 6 6
4
5
To Area
D

Step 5: Create a Pair of Platforms



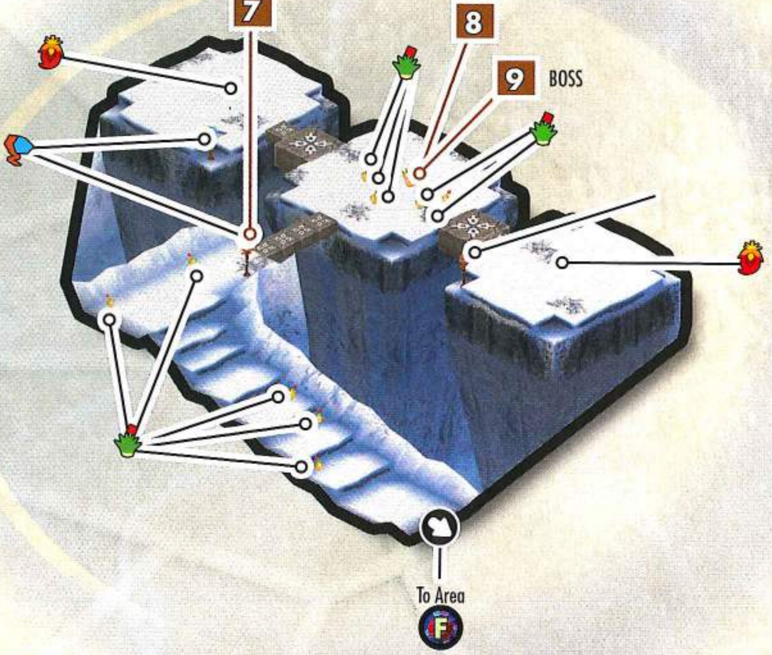


The second mage's needle puzzle seems similar, but it's trickier than it looks—there are *two* block platforms to create using magic threads, and the second one is up on the next terrace. Activate Al's tribe ability and spot the first block outline nearby; drag a thread to it to create the block. Then have Al leap up to the moogle sign on the next level (and read it for a clue, if you want). Activate his tribe ability again to see the second block outline over by the next terrace. Then drag another magic thread from the mage's needle over to that outline to create the second jumping block.

Step 6: Create a Trio of Platforms

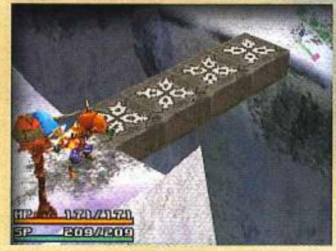
The third mage's needle lets Al create a line of *three* block platforms. Use them to hop up to the final terrace, then proceed to the moogle sign at the top. Uh oh, another "bad vibes" message. You know what that means by now—another boss battle lies ahead in the next area. Proceed into Area **G**.

AREA G

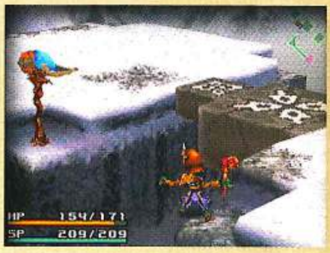


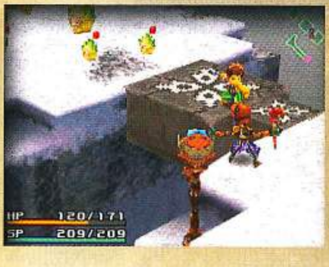
Step 7: Create More Platforms

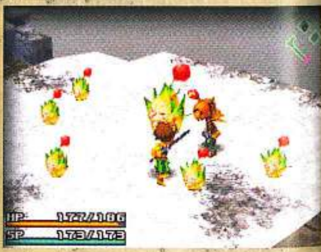
This area isn't just a simple boss battle arena, however. First you want to acquire that mega moogle plant that Al came here for. Climb the terraced steps and gather the five regular moogle plants along the way. On the top, use the mage's needle to spot and drag magic threads to four block outlines to create a bridge. Cross the bridge to the central plateau.



Step 8: Grab the Mega Moogle Plant







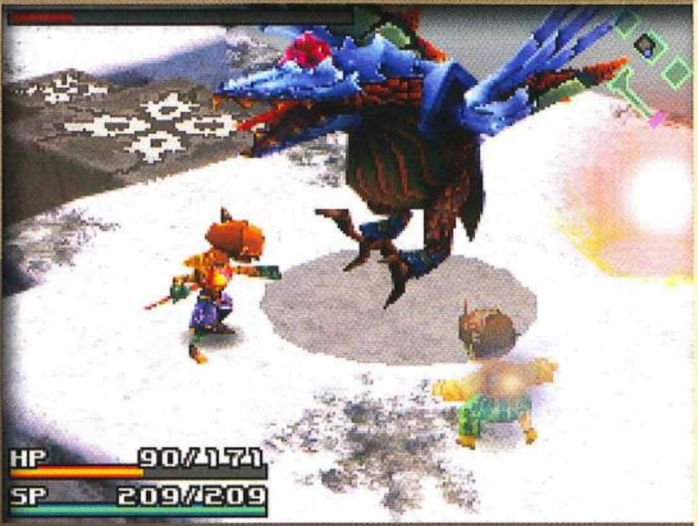
Five more moogle plants surround the mega moogle plant in the center of the plateau. Before you do any harvesting, step into the small corner indentations on either side of the plateau where you can see the mage's needles across the gap and use Al to create bridges with his tribe ability as before. This gives you extra space to maneuver during the upcoming battle. Now pick all of the smaller moogle plants, and finish by plucking the big one in the middle.

Step 9: Defeat the Zu

Picking the mega moogle plant triggers the angry appearance of a flying boss known as the Zu.

ZU

The Zu's weak spot, its red crystal, is atop its head. Since this boss flies and is fairly agile, Yuri's attacks can't reach that spot easily. Better to use Al's long-range jumping attacks to target the crystal instead.



After the Zu makes an attack pass, it briefly drops to the ground, giving you an opportunity to jump in close and deal heavy damage. Later on, as the beast loses health, it lays down on the ground for short intervals. When this happens, chain your attacks against its crystal.

PLAYTHROUGH	DROP ITEMS
1st	Steel Weapon, Not Hot Outfit, Garuda Feather, Garuda Talon, Blue Headwear, Iron, Leather, Silk, Dark Crystal, Garnet, 400 gil
2nd+	Noble's Weapon, Enchanted Hat, Mercy Headwear, Enchanted Cloak, Mercy Raiment, Dark Crystal, Copper, Mythril, Steel, Holy Orb, Phoenix Down, Garuda Feather, Garuda Talon, Magic Sphere, 70 gil

AFTER THE BOSS FIGHT

Al gives the kids some critical information about crystals, which are normally pale blue but glow an evil, mutated crimson on these boss beasts. After this happens, the party returns to the village.

Tower of Destruction

HOME

Click through the opening scene. When you regain control, talk to Stiltzkin, then to Latov, and then, after Stiltzkin exits, talk to Latov again and watch the brief cutscene that ensues. The scene shifts to inside the twins' house. In a terrifying cinematic sequence, their childhood days end…

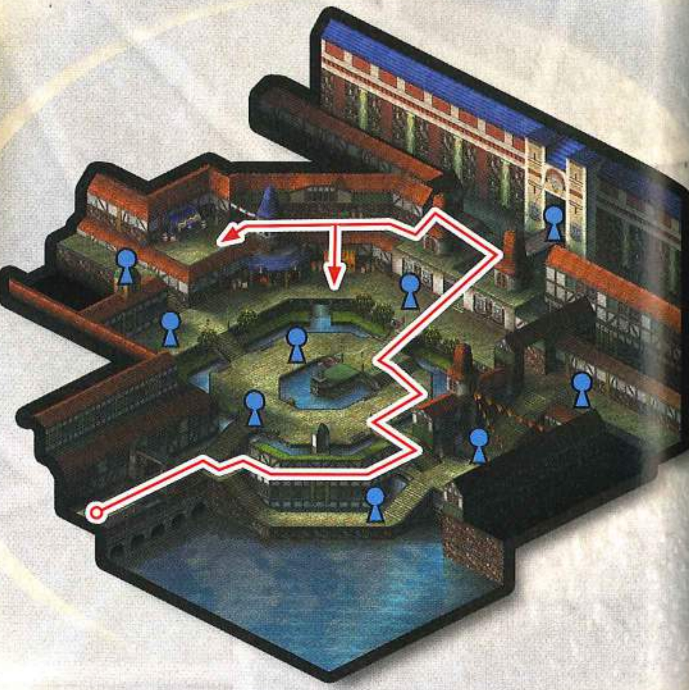
When the story resumes, advance through the scene as Yuri and Chelinka decide to take care of unfinished business on Mount Vaal. But when you finally regain control of your character, your first destination on the World Map should be Rebena Te Ra.

REBENA TE RA

Step 10: Upgrade for Your Second Vaal Expedition

Hey, kid!
What're you up to!?
C'mere, I wanna talk to you!

Things have changed in the capital city. Soldiers are now posted at checkpoints all around the area, confiscating crystals. (See the soldier locations on the map.) If a guard spots you, he sends you back to the city entrance. However, you can follow the route marked on the map to make your way safely to the shops.



EQUIPMENT RECOMMENDATIONS

On your first playthrough, consider forging the weapons from the Warrior's Weapon scroll, helmets from the Dragonlike Helm scroll, and body armor from the Dragonlike Armor scroll. Equip Al, who uses mainly magic attacks, with a weapon that increases MAG such as the Power Staff, and armor like the Black Mage Hood/Robe, or White Mage Hood/Robe.

Remember, if you don't have enough resources to outfit everyone with top-of-the-line gear, just equip your primary control character with the best that you can afford.

Use the materials and scrolls you acquired from your first trip to Mount Vaal to forge yourself some new equipment at the Workshop, and check the Armory to buy upgrades that you can't forge. Stock up on magicite, potions, and ethers at the Magic Goods stand. Don't forget to check out the Mog Mart too. Once you've made your preparations, go back to the World Map and return to Mount Vaal.

MOUNT VAAL: 2nd Expedition

Go through Area **A** into Area **B**, then climb to the top and find the pass previously blocked by an avalanche. It is open now. Go through the pass into Area **H**.

The Old Ally "Jump & Toss"

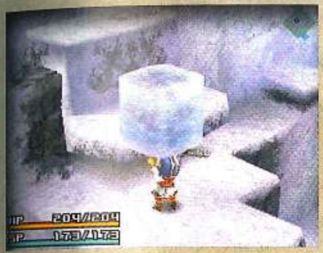
You find fewer block platforms on Mount Vaal during your second playthrough and later. To replace them, stack items like magicite orbs to jump from, or have allies use each other as jumping platforms.

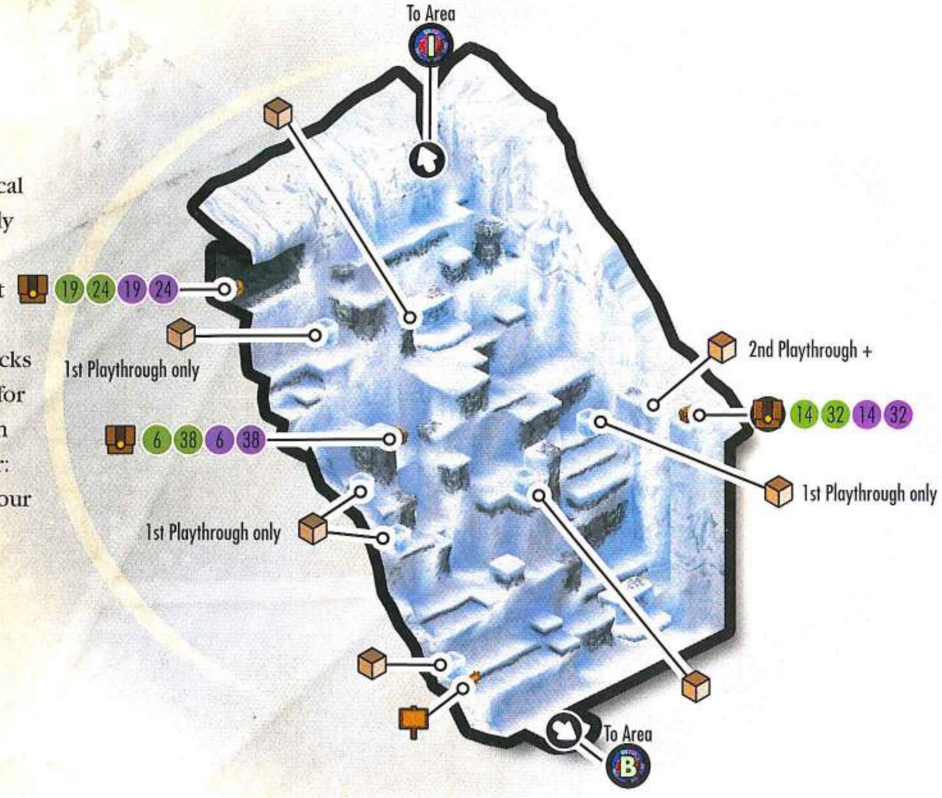
Another fun technique: press Y to hoist an ally, press B to jump, then quickly hit Y again to toss the ally to a higher location. Once the ally reaches the high spot, switch control to him/her and then press the L Button to bring the rest of the party up.

Combine this jump & toss technique with the stacking method to get some *real* height!

AREA H

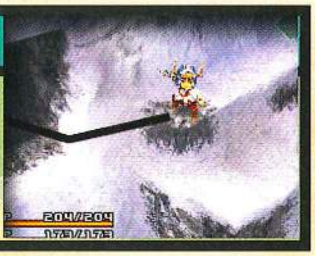
Sure hope your hopping muscles are in good shape, because this area presents a major vertical challenge. Two things to keep in mind: first, only three treasure chests are stashed in this area, so your primary goal is simply to reach the exit to Area **I** at the top. Second, as the sign at the bottom points out, you can pick up the ice blocks in the area and move them to better locations for jumping platforms. In fact, you can even toss an ice block up a level if you want. And remember: in a pinch, you can drag magicite orbs out of your inventory and stack them up, then use the stack as a jump platform.


204/204
173/173


To Area I
19 24 19 24
1st Playthrough only
6 38 6 38
1st Playthrough only
2nd Playthrough +
14 32 14 32
1st Playthrough only
To Area B

Jump-Turning

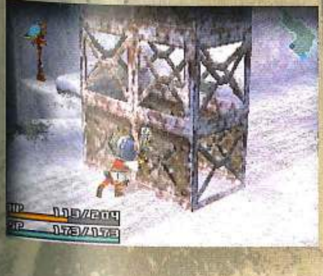
Remember that you can guide your character's flight path somewhat after he jumps. Thus you can leap and "bend" around corners in some cases. A good example is the jump into the cave (shown here) in the upper left corner of the Area **H** map.

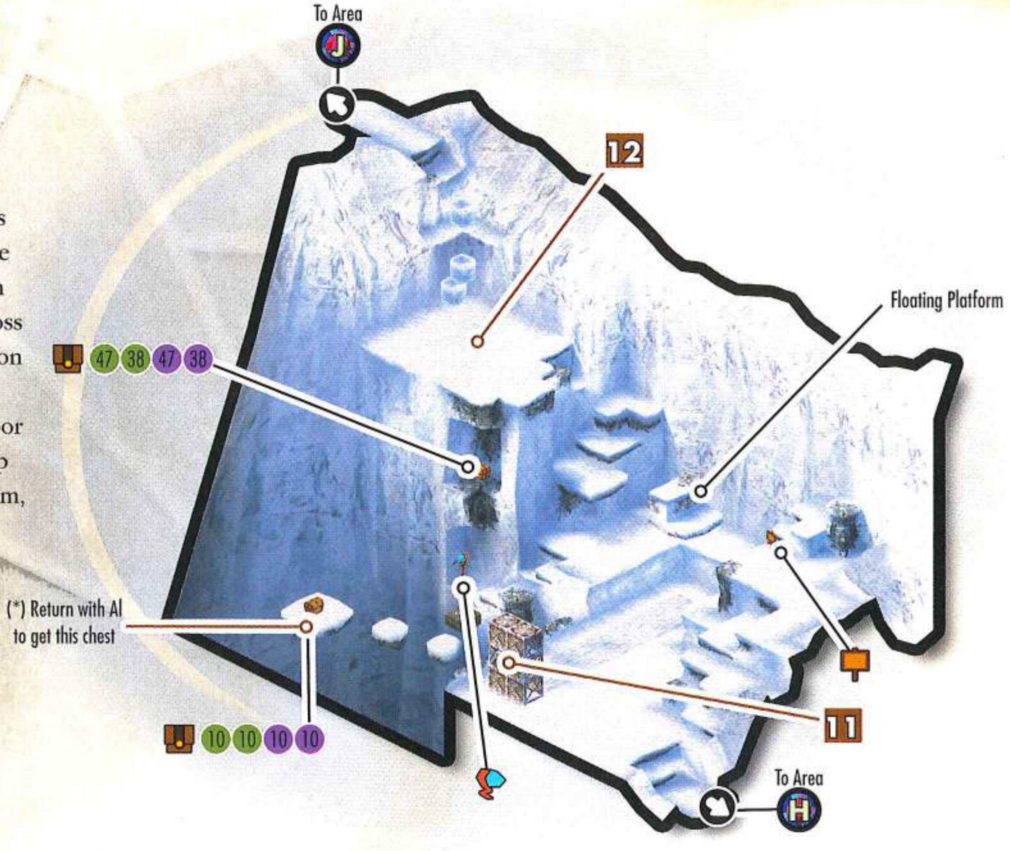

204/204
173/173

AREA I

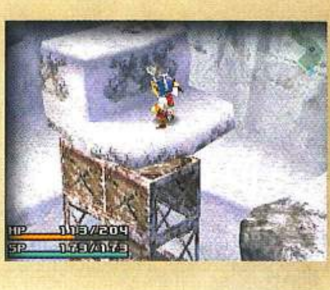
Step 11: Move the Iron Wall

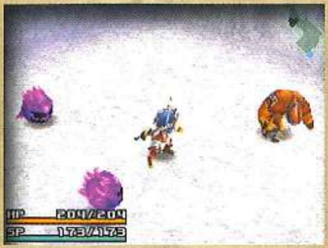
To get to the high flat plateau that leads to Area **J**, you must scale the cliff on the right side, jump to the floating platform in the center of the area, then leap across to the plateau. But whenever you land on the floating platform, it plummets! The secret: push the iron wall across the floor of the area, as far as it will go. It ends up directly underneath the floating platform, buttressing it.

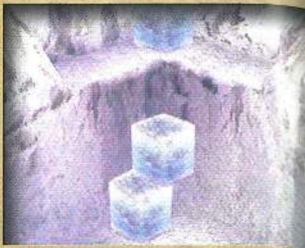

113/204
173/173


To Area J
12
Floating Platform
47 38 47 38
(*) Return with Al to get this chest
10 10 10 10
11
To Area H

Now when you make your running leap onto the floating platform, it sits atop the iron wall. Hop across to the plateau.


HP 113/204
SP 173/173


HP 204/204
SP 173/173

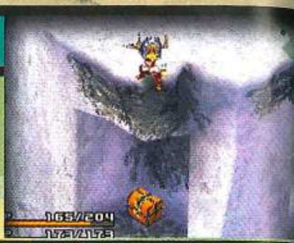


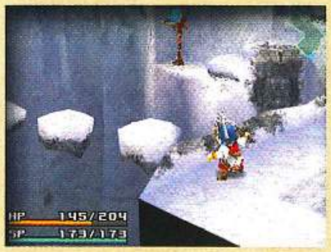
Step 12: Defeat Foes to Spawn Blocks

Defeat the three enemies in this area to make three blocks of ice appear. Use these as platforms to move to Area **J**.

Leap of Faith

Once you clear the flat plateau, go to the front corner to see the treasure chest tucked in an alcove just below you. Jump and, as you fall, veer back into the alcove to nab it.



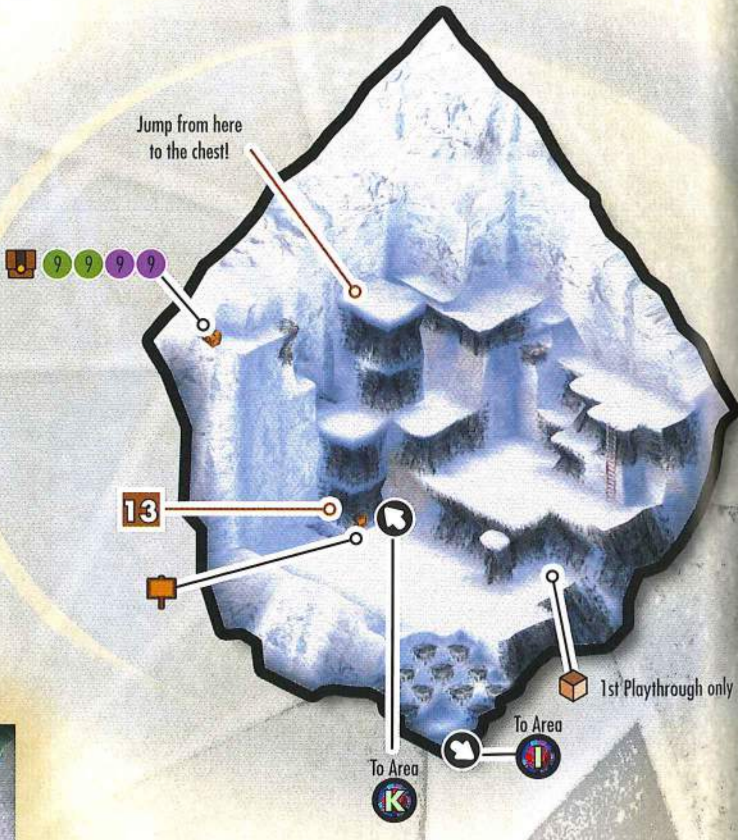

HP 145/204
SP 173/173

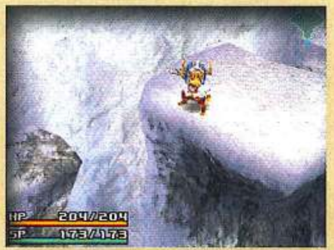
(*)Grab the Chest after Clearing Mount Vaal

You can reach the treasure chest on this platform, but it's very difficult. It becomes easy if you can use the mage's needle, though, so revisit this location after you've cleared Mount Vaal and Al rejoins your party.

AREA J

The way through this area to the next is simple enough, and there's only one treasure chest in this towering canyon—but it's a good one, containing a valuable HP Boost. So before you move on to **Step 13** below, work your way up the right side of the canyon to the jumping point indicated on the map. Then make a mighty running leap to the cliff at the left. Good luck! If you make it, nab the treasure.

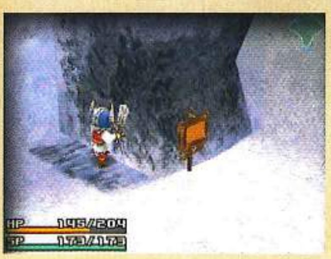

Jump from here to the chest!
9 9 9 9
13
1st Playthrough only
To Area I
To Area K


HP 204/204
SP 173/173

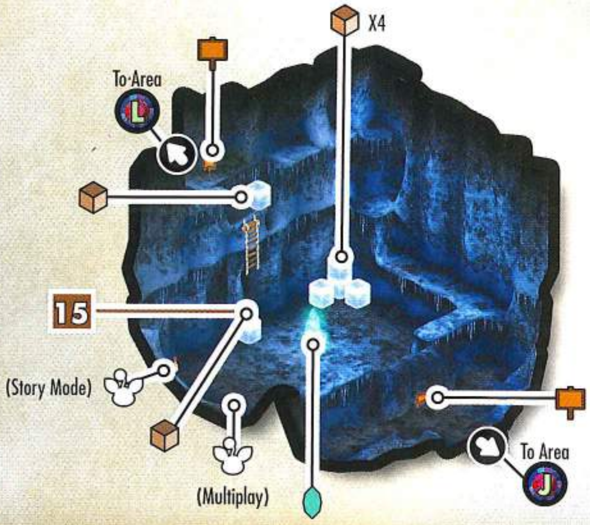
Step 13: Pull Open the Wall

Walk into the wall here to grab it, then walk backward to pull the wall section and reveal the entrance to Area **K** on the other side.

HP 204/204
SP 173/173

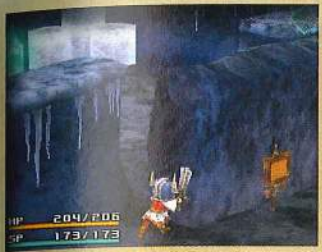

HP 145/204
SP 173/173

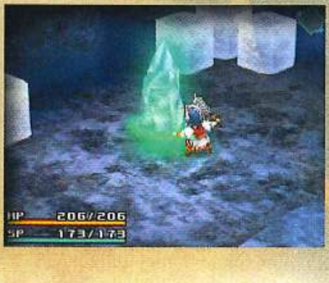
AREA K


X4
To Area L
15
(Story Mode)
(Multiplay)
To Area J

Step 14: Push the Wall

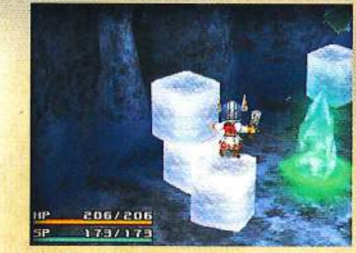
The moogle sign tells you what you need to know: push the wall to the right. Then heal up and save your game at the Crystal. Talk to the nearby moogle to get another Moogle Stamp for your stamp card.

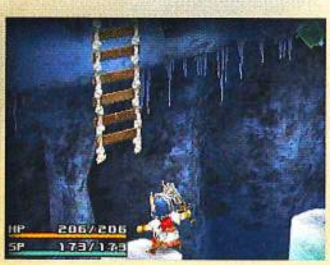

HP 204/206
SP 173/173


HP 206/206
SP 173/173

Step 15: Use the Blocks as a Platform

Pile up the ice blocks under the ladder as shown below; you only need three, arranged to make two steps up to the ladder's bottom. From the top block, jump up to grab the ladder, then climb up and proceed to Area **L** where the next boss awaits.

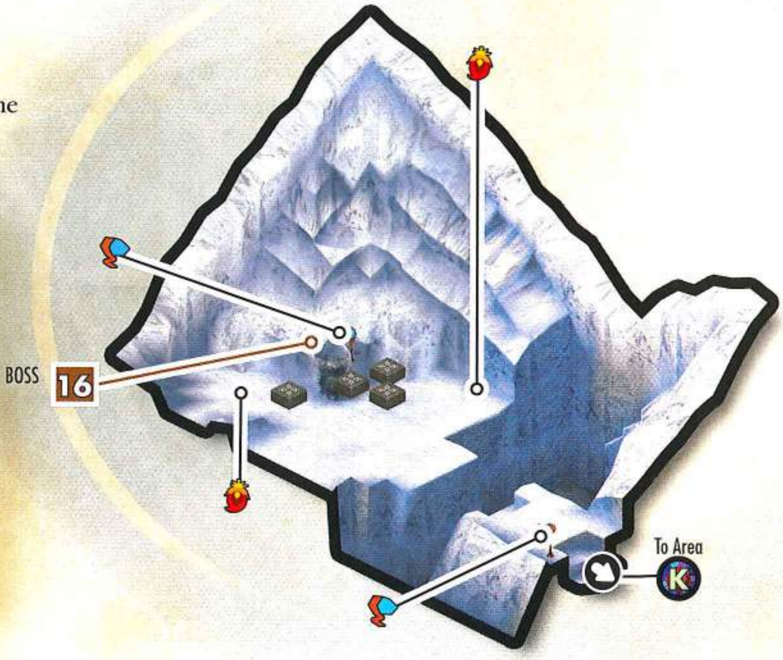

HP 206/206
SP 173/173


HP 206/206
SP 173/173

AREA L

Step 16: Beat the Boss

Here's a shocker. The "boss" you must fight this time is imprisoned in a casing of red crystal—the evil stuff Al warned you about when you were still a child.


BOSS
16
To Area K

CRYSTAL BOSS

This boss doesn't have any weak spots, and he's located on a higher point than you, so he's hard to attack. Use jump attacks to deal damage to the crystal.

PLAYTHROUGH	DROP ITEMS
1st	Magic Sphere, Iron Harness, Leather, Iron, Dark Crystal, Blue Headwear, Steel Weapon, Silk, Not Cold Outfit, Garnet, Iron Helmet, 200 gil
2nd+	Exorcist's Wpn., Safety Helmet, Dracolord Helm, Dracolord Armor, Crystal Work, Cursed Card, Dark Crystal, Steel, Holy Orb, Magic Sphere, 65 gil

Block platforms temporarily appear; use these to jump up and strike the crystal. Don't linger close, though. Get in a good chain of hits and hustle away before the boss triggers his deadly flame crystal attack.

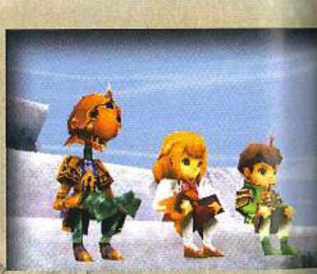
This powerful attack uses magic threads to unleash a speedy red crystal that tracks you; when it strikes, it burns and causes severe damage. But the boss can only employ these attacks if a Fire Magicite is in the area.

To counter, keep casting Fire spells to empty your Fire pockets. Then every time the boss tosses out a Fire Magicite, quickly scoop up the red orb.

Warning: on your second playthrough and beyond, just two consecutive flame crystal hits can KO you.

AFTER THE BOSS FIGHT

After you defeat the boss and walk into the glowing blue crystal, Al is liberated and rejoins your party. In the scene that follows, he insists that you must now go to the capital to meet the king. After the exchange, you return to the World Map. Save your game and travel to Rebena Te Ra.



Rebena Te Ra

Walk to the castle gate and talk twice to the soldiers posted there. You learn about the Al impersonator. Afterwards, advance through the scene of a soldier reading a royal proclamation regarding Abyssus Forest.

Rebena Te Ra
Save

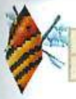
Now you can access Abyssus Forest on the World Map. Before you go, you may want to stock up on goods and upgrade your equipment at the city shops. Suggestion: be sure to purchase a full store of Clear Magicites. Then travel to Abyssus Forest.

PART THREE: "THE FOREST DWELLER"

Abyssus Forest

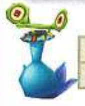
The king is looking for information on Abyssus Forest. To earn a chance to meet with His Highness, Yuri, Chelinka, and Al decide to brave the dangers in the woods.

CLOUD BEE



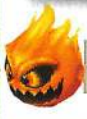
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	66	854	1654
EXP	22	192	384

SEEDSPITTER



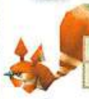
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	260	1386	2486
EXP	75	576	1152

BOMB



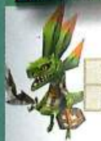
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	282	1538	2738
EXP	60	600	1200

MU



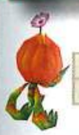
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	256	1256	2256
EXP	55	528	1056

LIZARDMAN



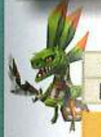
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	302	1822	3222
EXP	100	640	1280

WALKING PLANT



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	325	1523	2673
EXP	85	624	1248

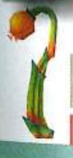
LIZARD LORD



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	2800	5700	7200
EXP	450	1040	2080

RARE

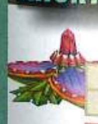
ANGRY FLOWER BUD



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	360	1360	2360
EXP	25	200	400

BOSS

ANGRY FLOWER



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3030	6045	7545
EXP	500	1200	2400

BOSS

ITEM LOCATION LIST

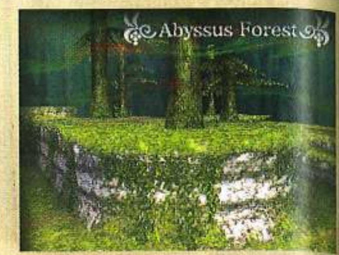
ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	-	-	-	-	C	C	C	C	*1
2	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	C	C	C	C	*1
3	Thunder Magicite -	100	Thunder Magicite	100	-	-	-	-	C	-	C	-	*1
4	Cure Magicite	100	Clear Magicite	100	-	-	-	-	E	-	E	-	*2
5	Cure Magicite	100	Raise Magicite	100	-	-	-	-	G	-	G	-	*2
6	Potion	100	Ether	100	-	-	-	-	B	G	B	G	*2
7	ATK Boost	100	-	-	-	-	-	-	A	A	F	-	
8	MAG Boost	100	-	-	-	-	-	-	K	K	K	-	
9	Warrior's Wpn.	25	Fiery Weapon	25	Icy Weapon	25	Thunderous Wpn.	25	D	-	D	-	
10	Fiery Weapon	30	Icy Weapon	30	Thunderous Wpn.	30	200 gil	10	C	-	C	-	
11	Legendary Wpn.	50	Wooden Weapon	50	-	-	-	-	-	C	-	C	
12	Fire God's Wpn.	33	Low Temp Wpn.	34	Golden Weapon	33	-	-	-	D	-	D	
13	Iron Helmet	50	Dragonlike Helm	50	-	-	-	-	K	-	K	-	
14	Dragonlike Helm	25	Magic Headwear	25	Cozy Headwear	25	Cute Kitty Hat	25	B	-	B	-	
15	Magic Headwear	50	Cozy Headwear	50	-	-	-	-	J	-	J	-	
16	Best Knight Helm	50	Officer's Cap	50	-	-	-	-	-	B	-	B	
17	Best Knight Helm	50	40 gil	50	-	-	-	-	-	K	-	K	
18	Chic Fire Hat	33	Chic Ice Hat	34	Chic Thunder Hat	33	-	-	-	F	-	F	
19	Officer's Cap	50	40 gil	50	-	-	-	-	-	L	-	L	
20	Dragonlike Armor	25	Magical Raiment	25	Healing Raiment	25	Cute Kitty Cloak	25	L	-	L	-	
21	Dragonlike Armor	50	Iron Harness	50	-	-	-	-	F	-	F	-	
22	Magical Raiment	50	Healing Raiment	50	-	-	-	-	J	-	J	-	
23	Magical Raiment	25	Healing Raiment	25	Not Hot Outfit	25	Not Cold Outfit	25	D	-	D	-	
24	Knight Lt. Armor	50	Midshipman Garb	50	-	-	-	-	-	B	-	B	
25	Knight Lt. Armor	50	40 gil	50	-	-	-	-	-	K	-	K	
26	Fiery Garment	33	Icy Garment	34	Electric Garment	33	-	-	-	F	-	F	
27	Midshipman Garb	50	40 gil	50	-	-	-	-	-	L	-	L	
28	Band of Strength	35	Band of Mystique	30	Band of Security	35	-	-	B	-	B	-	
29	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	J	-	J	
30	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	C	-	C	
31	Refined Copper	50	Refined Iron	50	-	-	-	-	D	-	D	-	
32	Ruby	33	Sapphire	34	Citrine	33	-	-	-	I	-	F	
33	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
34	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	C	C	C	C	
35	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	C	C	C	C	
36	Gold	26	Orichalcum	21	40 gil	53	Garnet	100	-	B	-	B	
37	50 gil (200 gil)	100	-	-	-	-	-	-	-	D	-	D	*3
38	150 gil (600 gil)	100	-	-	-	-	-	-	C	-	C	-	*3

*1: Gain one additional item

*2: Gain an additional one of each item

*3: Number in ( ) signifies amount acquired during multiplay

OVERVIEW: ABYSSUS FOREST



When you complete **Step 3** *in Area* **E** *of the forest, a 15-year-old hunter named Gnash joins your party. You'll use his skills to activate many of the devices in the woods. Gnash is a Selkie with a nifty double-jump ability, so he can reach high locations.*

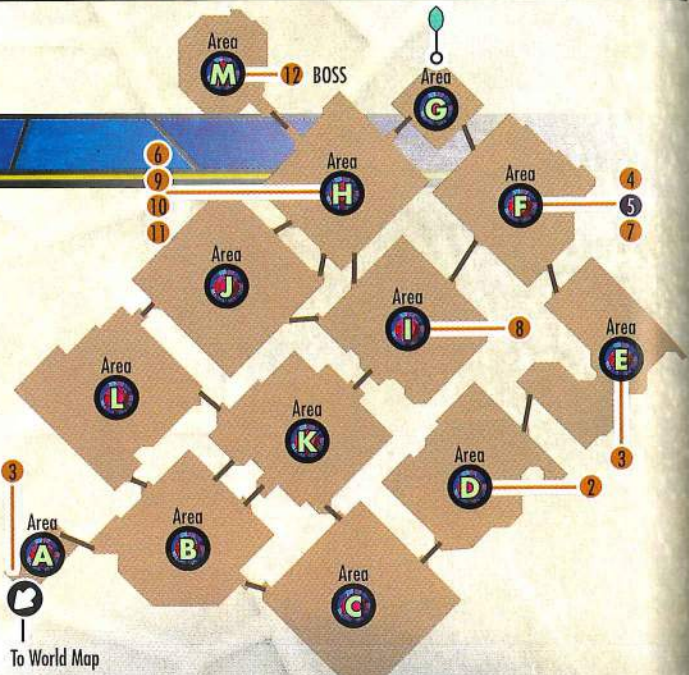
After meeting Gnash, your primary goal is to activate a central platform in Area **H**. *You must knock down four targets to do this, moving from area to area to reach them; then you can access Area* **M** *and fight the boss.*

Plant Pointers

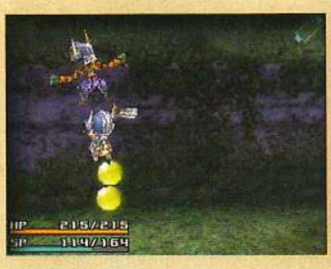
The forest terrain is multi-layered, making it easy to get lost or stuck. Use the arrow taro plants to guide you in the right direction. Also use Gnash's arrow attacks to knock down targets that move platforms, enabling you to continue.

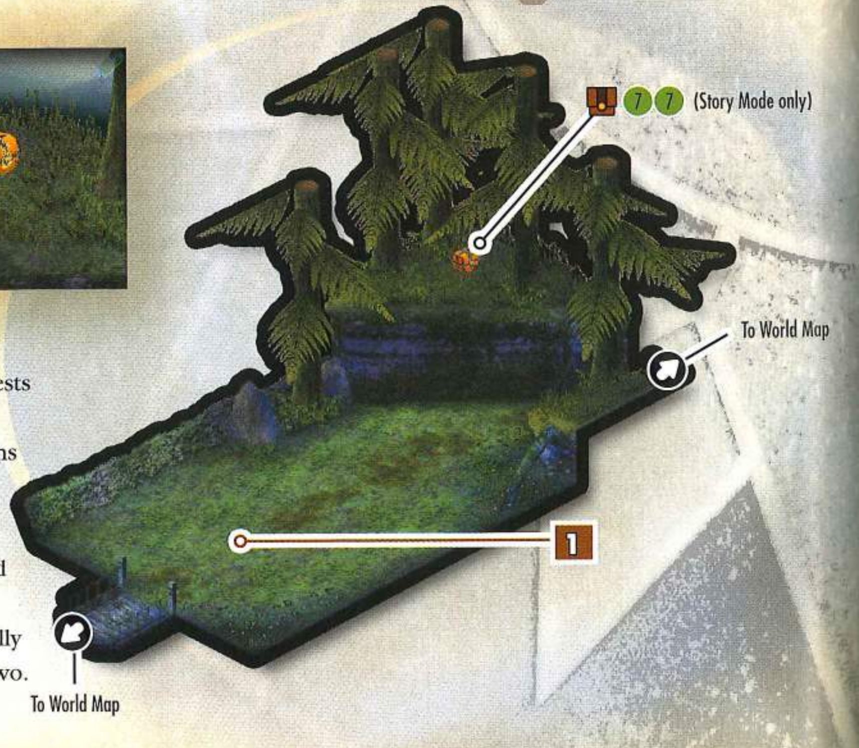
MAPS: Abyssus Forest

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



AREA A





Step 1: Something's Up There!

Here's where you start. Note that in Areas **A** and **D**, chests and barrels are stashed on high ledges that you cannot reach via normal jumps. You could wait until Gnash joins your party later, then use his double-jump to reach the high stuff.

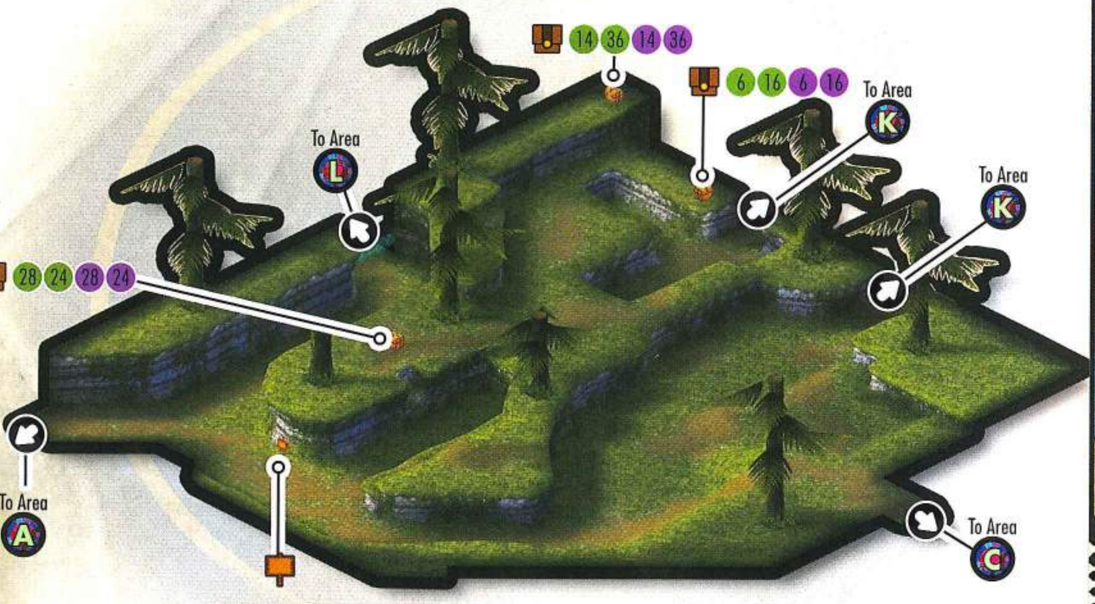
But why wait? You can also use the methods mentioned earlier—*i.e.,* stack magicite orbs to create jumping platforms, use the "jump & toss" technique to fling an ally up the wall, or (as shown here) a combination of the two.

Worth the Leap

The treasure chest on the upper level in Area **A** contains a valuable ATK Boost bonus. Go for it!

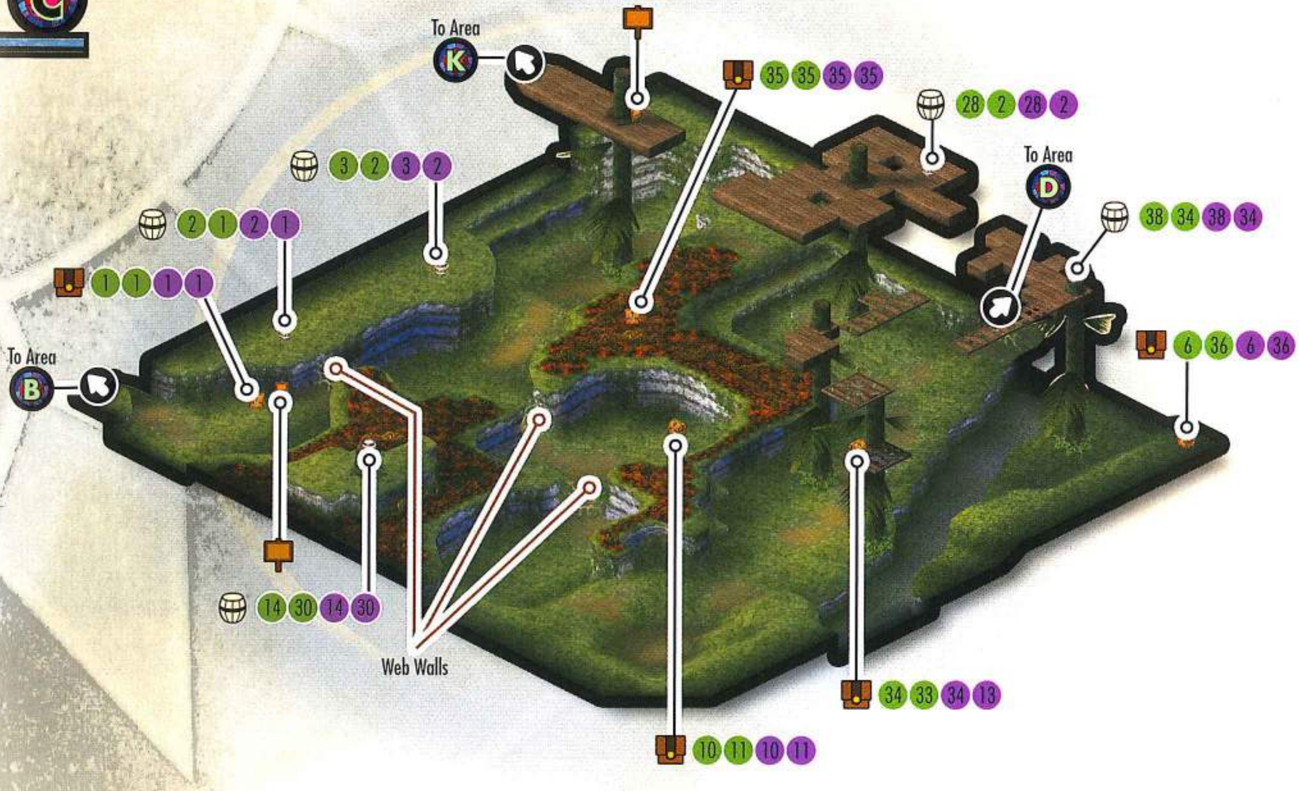
AREA B

Your entry into Area **B** triggers a short scene where the party notes the overgrown state of the forest and an odd smell in the air. Then, find the three treasure chests in the area and exit via the southeast passage to Area **C**. Watch out for the swarm of Cloud Bees on the way out. Their sting is poisonous. Cast Clear on any afflicted party members.


14 36 14 36
6 16 6 16
To Area K
To Area L
To Area K
28 24 28 24
To Area A
To Area C

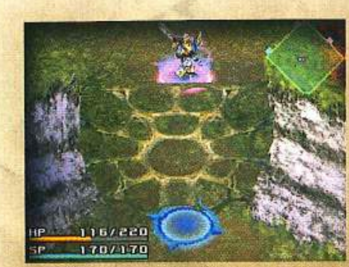
HP 208/220
SP 170/170

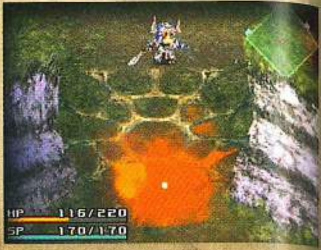
AREA C

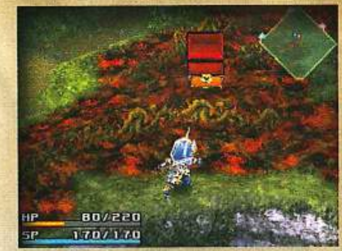

To Area K
35 35 35 35
28 2 28 2
3 2 3 2
To Area D
2 1 2 1
38 34 38 34
1 1 1 1
To Area B
6 36 6 36
14 30 14 30
Web Walls
34 33 34 13
10 11 10 11

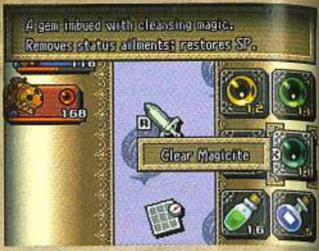
This area features an upper level of catwalks that you can't reach yet. On the lower level, web walls block several openings, but you can simply cast Fire at the webbing to make it disappear. Keep working your way to the right toward the passage to Area **D** as seen on our map. That exit passage is also blocked by a web wall, so make sure you hold at least one Fire Magicite in reserve for your exit.

Warning: avoid walking on the reddish brown ground! If you do, you get poisoned. Unfortunately, some treasures are located in the midst of this toxic terrain. Just remember to cast Clear on yourself or your ally to remove status ailments like Poison.


HP 116/220
SP 170/170


HP 116/220
SP 170/170


HP 80/220
SP 170/170


A gem imbued with cleansing magic.
Removes status ailments; restores SP.

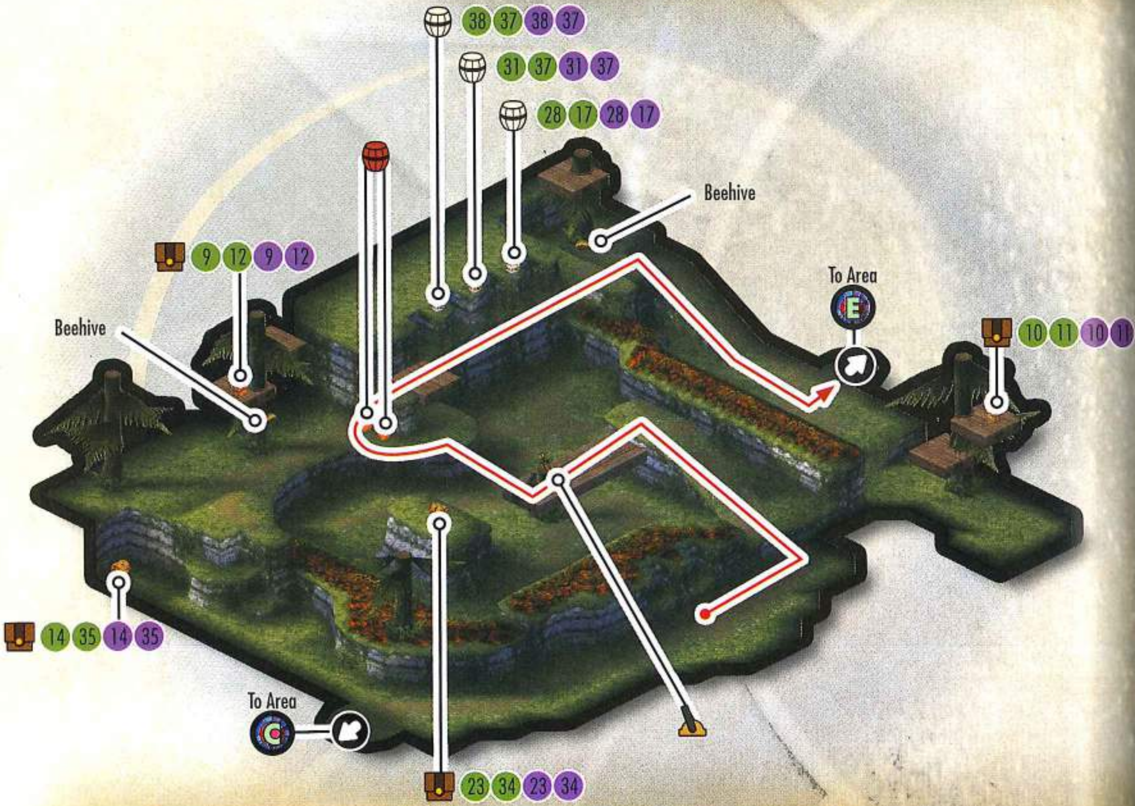
168
Clear Magicite

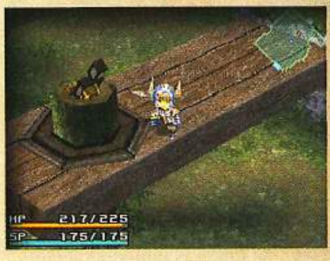
AREA D

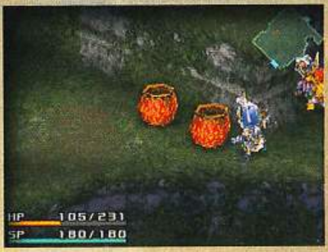
Enter and go left to find the treasure chest tucked at the end of the ravine. Then, reverse and work your way around to the lever on the platform, following the red line route on our area map.

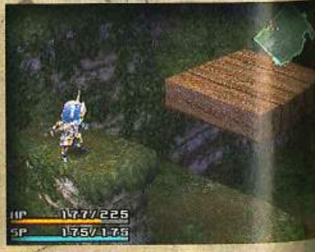
Step 2: Hit the Lever

Each time you whack the lever, the platform rotates 90 degrees. First, hit it twice to connect to the raised plateau with the treasure chest. Score the chest, then return to the platform lever and hit it three more times. This connects you to the far side where you find two red barrels. (Watch out for the bees here! Smash their hive!)


38 37 38 37
31 37 31 37
28 17 28 17
Beehive
9 12 9 12
Beehive
To Area
E
10 11 10 11
14 35 14 35
To Area
C
23 34 23 34


HP 217/225
SP 175/175


HP 105/231
SP 180/180


HP 177/225
SP 175/175

Here we suggest that you push one of the red barrels down to ground level, so you can use it to get back up if you fall. Then, use the other one to jump up onto the nearby wooden block that's moving back and forth.

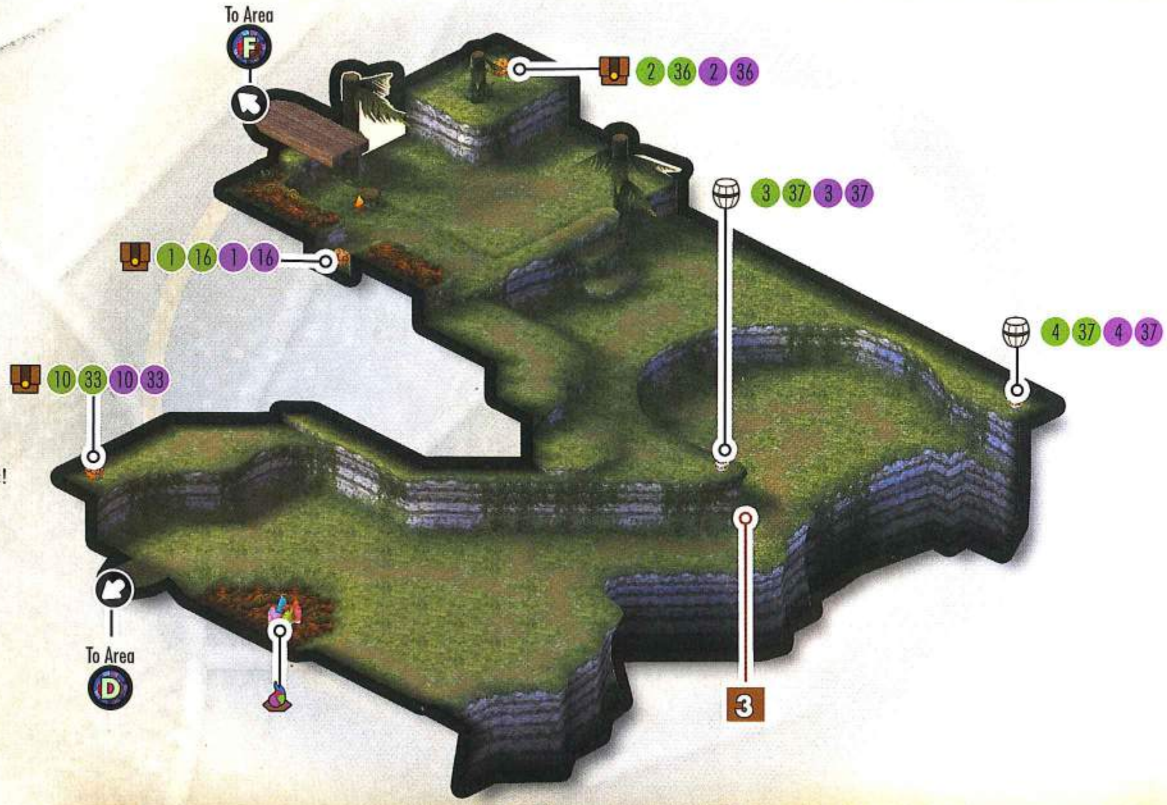
Be ready: the ride across on the wooden block can be nasty. Deadly Seedspitters hunker in the row of alcoves to your left as you float past. Jump from the moving block into each alcove to KO its hostile occupant and scoop up its drop items. You can also jump up and shatter the three white barrels sitting above the alcove row. Try not to fall to the ground! If you do fall, backtrack and make the tough jump back onto the swiveling platform.

Bee Warned!

Watch out for a pair of beehives (both marked on our Area **D** map) that create endless swarms of Cloud Bees if you get near them. When you find a hive, jump up and smash it repeatedly to destroy it and stop the flow of bees.

173/225
175/175

AREA E



Step 3: Defeat Enemies and Befriend Gnash

When you reach this spot, your party spots a Selkie locked in battle with a toxic Walking Flower. When the Selkie gets sprayed with a slowing poison, Yuri decides to help him. Join in the battle!

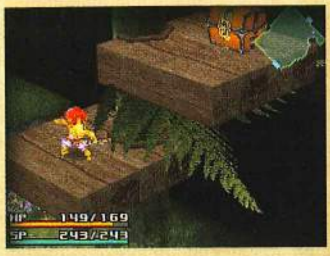
Once you defeat the hostile plant, the Selkie named Gnash joins your party. You can take advantage of the Selkie double-jump, letting you reach higher places. Pay attention to the moogle's lesson before you go. He teaches you about Gnash's tribe ability to shoot long-distance arrows, a nice ranged skill to have at your disposal. Then you get a quick demo of the amazing Selkie double-jump.

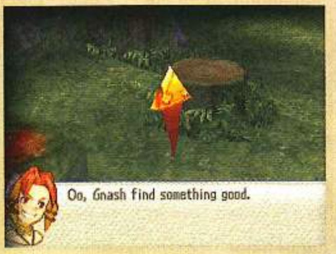
Grrrr!

Suggestion: head back to Area **D** and have Gnash leap up and nab the chests on the high platforms you couldn't reach before. To reach the platform in the west part of Area **D** you may have to stack up both red barrels first, then jump Gnash atop them and use them to double-jump up onto the platform. Return to Area **E** and proceed through the narrow pass (where you fought the Walking Flower) and then north up the wall via a Gnash double-jump.

Move the Party

Remember, once you jump Gnash to a new level, just hit the L Button to automatically zap your other party members to his position.


HP 149/169
SP 243/243



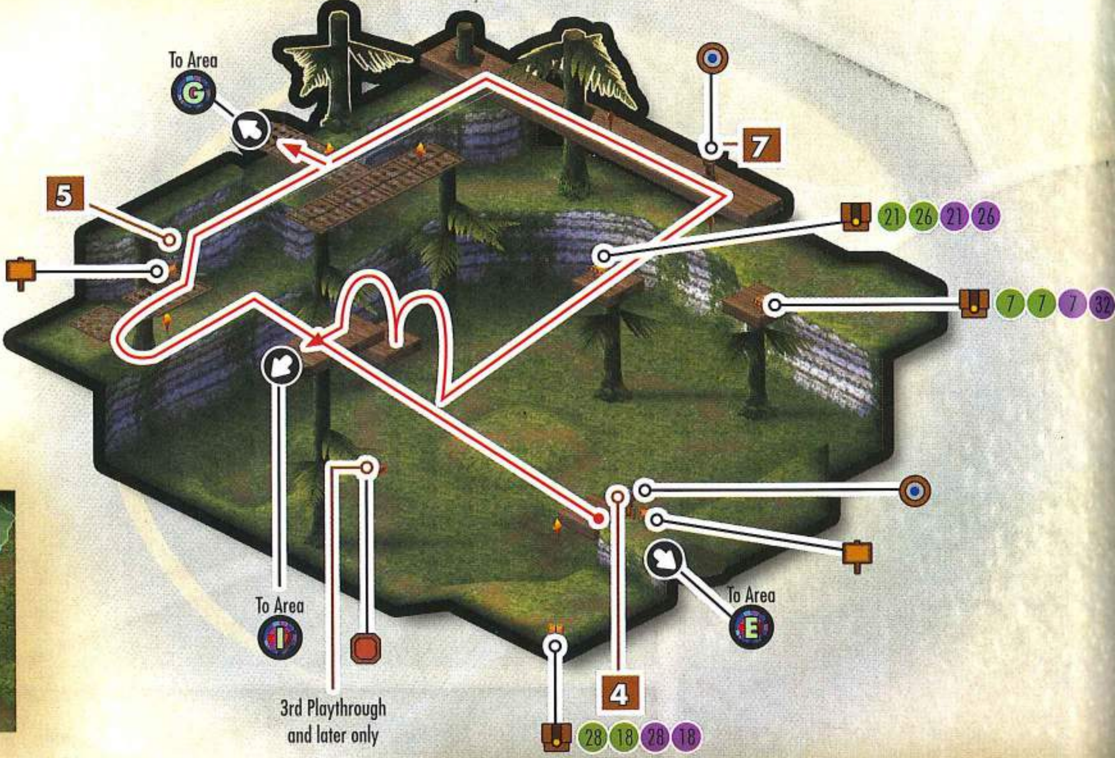
Oo, Gnash find something good.

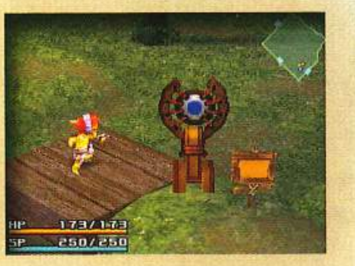
When you get to the upper level Gnash spots "something good"—an arrow taro, a plant that points the way forward and keeps you from getting lost in the woods. The guidepost points up to the exit to Area **F**. Jump Gnash up to the exit platform and, well, *exit*.

AREA F

Step 4: Hit the Target

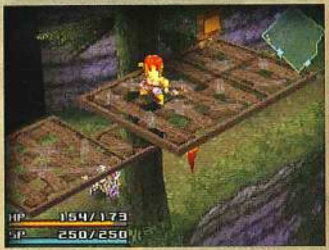
Read the moogle sign for a tip. Move Gnash onto the wooden block platform just past the sign, then shoot an arrow back at the blue target. This starts the block moving to and from the opposite side.

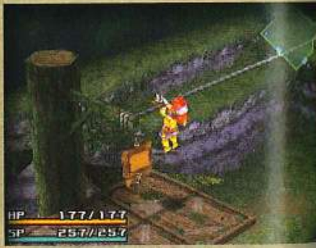

To Area G
5
7
21 26 21 26
7 7 7 32
To Area I
3rd Playthrough and later only
To Area E
4
28 18 28 18


HP 173/173
SP 250/250

If this is your 3rd or later playthrough, go to the next paragraph. Otherwise, skip the next paragraph and go to **Step 5**.

3rd or Later Playthrough Only: Jump down and find a switch on the ground along the route of the moving block. Press it to create another moving block directly above you. Go back and jump onto the block you got moving in **Step 4** and ride it to where this new block is moving, then jump onto it in order to continue.

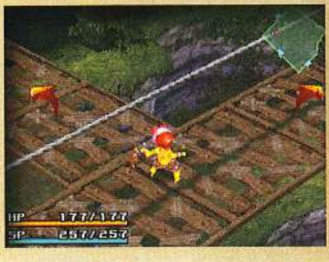

HP 154/173
SP 250/250

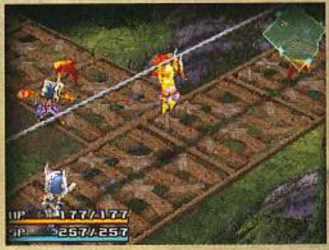

HP 177/177
SP 257/257

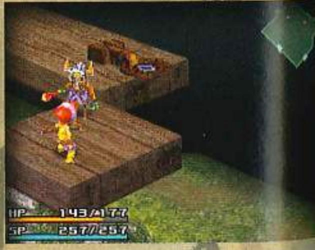
Step 5: Climb the Rope

Double-jump up the two wooden platforms to the moogle sign, which tells you what to do next: stand right in front of the signpost and jump to grab the rope.

Use the +Control Pad to guide yourself along the rope until you reach the T-intersection of the wooden walkways, then press the **B** Button to drop from the rope.


HP 177/177
SP 257/257


HP 177/177
SP 257/257


HP 143/177
SP 257/257

Proceed northwest into Area **G** and save your game at the Crystal there. (See our Area **G** walkthrough.) From there, you must make your way into Area **H** and complete **Step 6** (see our Area **H** walkthrough), then backtrack to Area **F** and continue along our map's red route to proceed to **Step 7**.

Step 7: Hit the Target

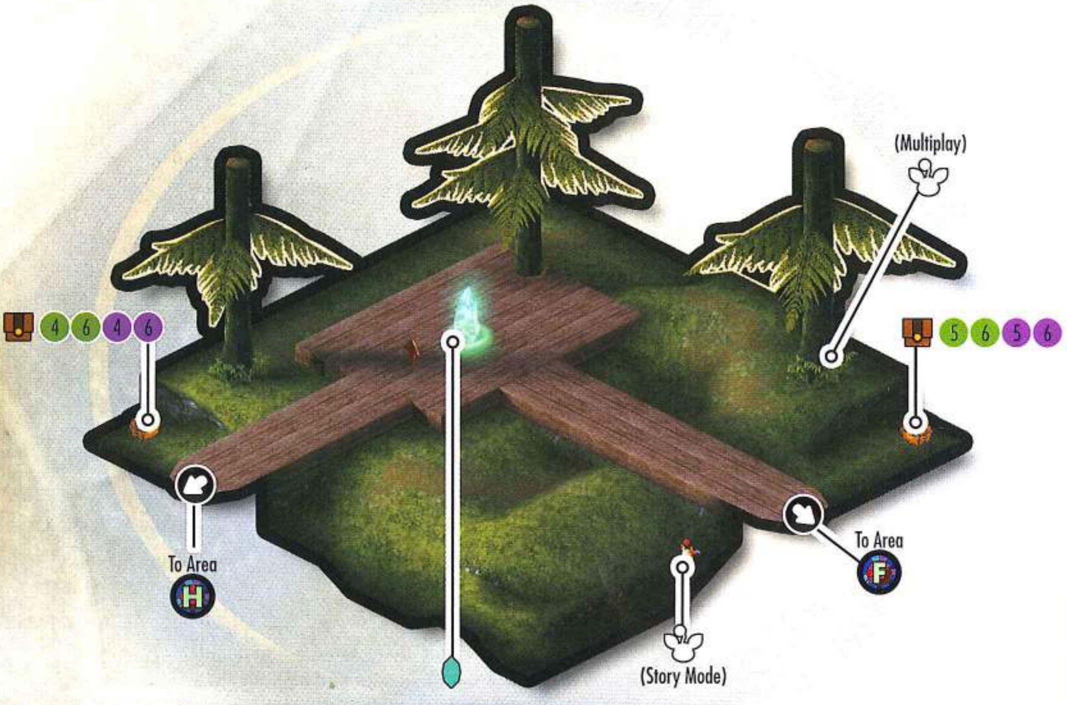
After you complete **Step 6** in Area **H**, return to the T-intersection of the wooden walkway here in Area **F** and jump up to grab the rope again. Pull yourself to the right (following our map's red route) to the rope's end and drop down. Walk carefully past the blue target to the end of the walkway, then turn around and have Gnash shoot the target. The block you're standing on starts moving back and forth across the area.

Ride to the far end of the walkway, but don't miss the treasure chest on the platform about halfway across. At the far end, hop up the platforms to enter Area **I** where you should complete **Step 8**. (Go now to our Area **I** walkthrough.)

AREA G

Heal and save your game at the Crystal. Talk to the nearby moogle to get another commemorative stamp.

HP 177/177
SP 257/257

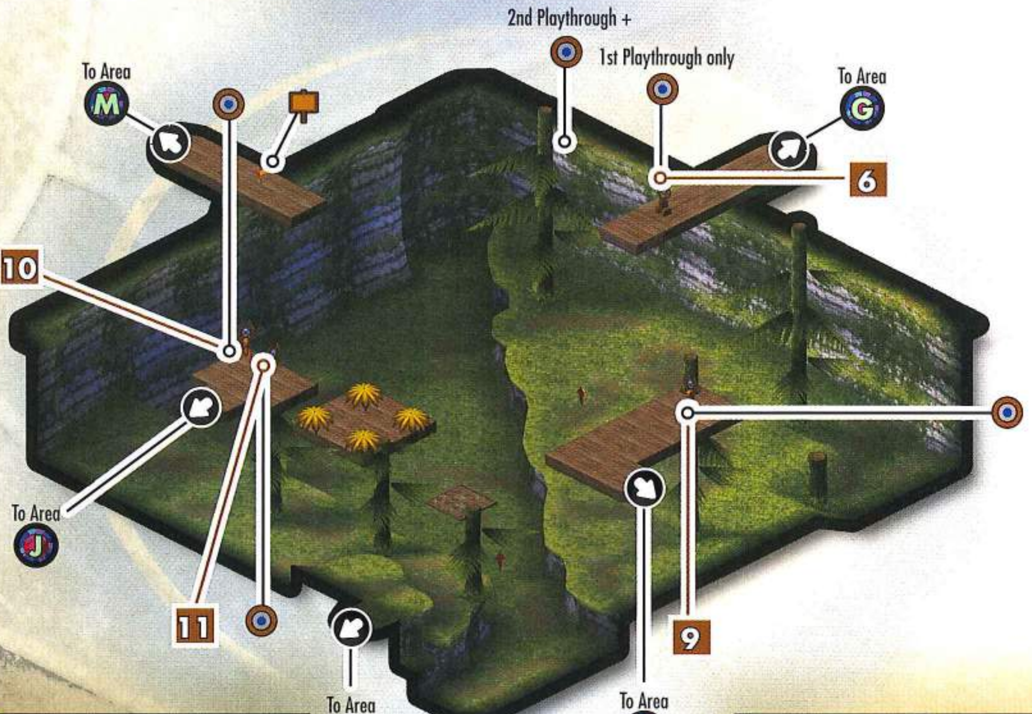

(Multiplay)
4 6 4 6
5 6 5 6
To Area H
To Area F
(Story Mode)

AREA H

Gnash must shoot all four blue targets in this area. Each target you hit opens a yellow umbrella on the central platform; when the fourth umbrella opens, the platform moves and you can ride it up to reach the boss in Area **M**. But your first time here you only need to hit the first target.

Step 6: Hit the Target

Shoot the blue target here. When you do, two things happen: first, one of the four yellow umbrellas attached to the center platform opens, and second, a block platform next to the target starts to move up and down. After you hit this first target, backtrack to Area **F** and execute **Step 7**.

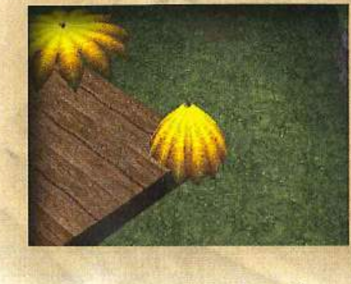

2nd Playthrough +
1st Playthrough only
To Area M
To Area G
6
10
To Area J
11
9
To Area J
To Area I

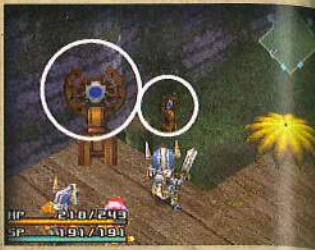
HP 177/177
SP 257/257

HP 177/177
SP 257/257

Step 9: Hit the Target

Shoot the target here to raise a second yellow umbrella, then drop to the ground. Exit to Area **J** via the passage in the southwest corner on the terrace. Now skip ahead to the walkthrough for Area **J**; after you complete that, you'll come back here and move on to **Step 10**.



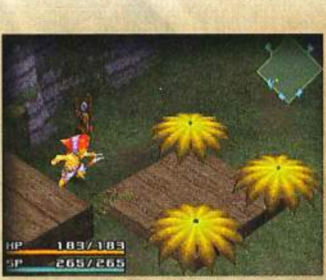


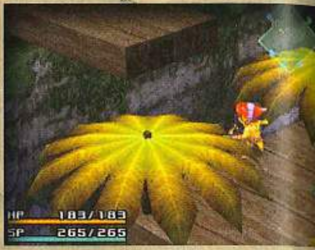
Step 10: Hit the Target

When you emerge here via the upper platform of Area **J**, you see a blue target next to you and another one far below on the ground. Shoot one of Gnash's arrows at the target next to you to raise a third yellow umbrella down on the central platform, then jump to the ground for **Step 11**.

Step 11: Hit the Last Target

Once you shoot the ground-level blue target, the fourth yellow umbrella raises on the center platform, then the platform starts to move up and down. Now you can ride it up to the entrance to Area **M** where the boss is located. Note that the umbrella platform doesn't quite rise all the way to the top: jump at the height of its movement to reach the final platform.



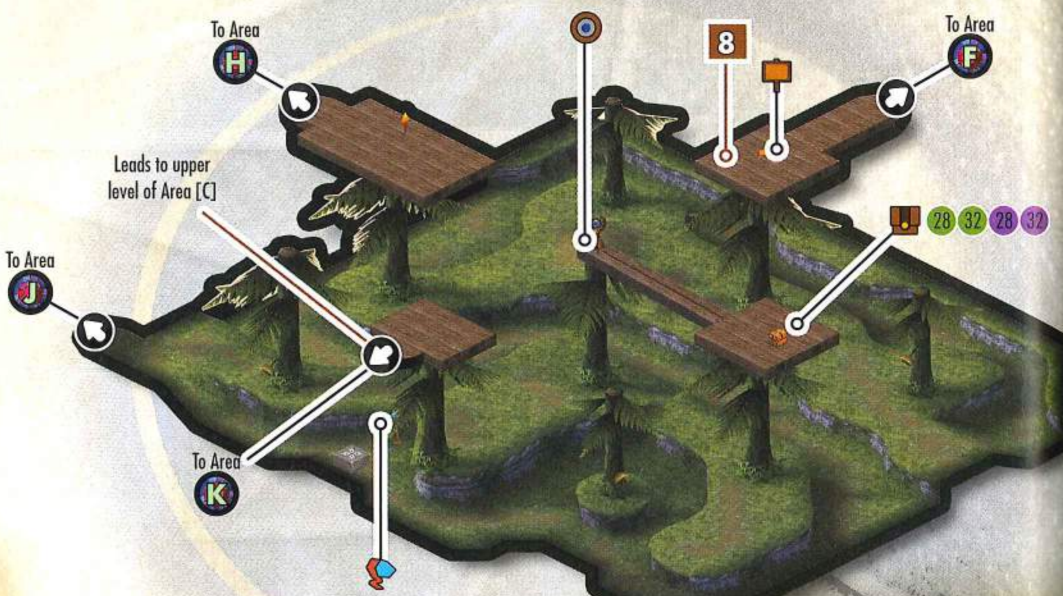


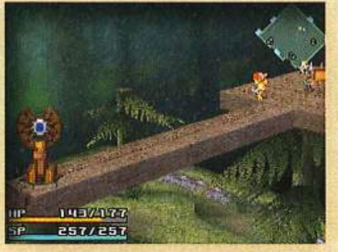
Before you enter Area **M** for the boss battle, however, we highly recommend you return to Area **G** first to heal and (more importantly) save your game, then come back. For **Step 12**, move on to the Area **M** walkthrough section.

AREA I

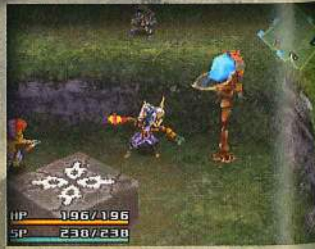
Step 8: Attack the Target

Use Gnash's long-range bow attack to hit the target in the area's center. Each time you hit the target, the long, narrow center walkway rotates 90 degrees counterclockwise. Step aboard and hit the target a second time to connect to the exit leading into Area **H**. Take that exit and go to **Step 9** in the Area **H** walkthrough.





Note: if you accidentally fall to the ground here in Area **I**, Al can use his tribe ability on the mage's needle to create a platform that you can ride back to the upper level. Then keep hitting the center target with Gnash's arrows until the walkway connects to the platform you're on.



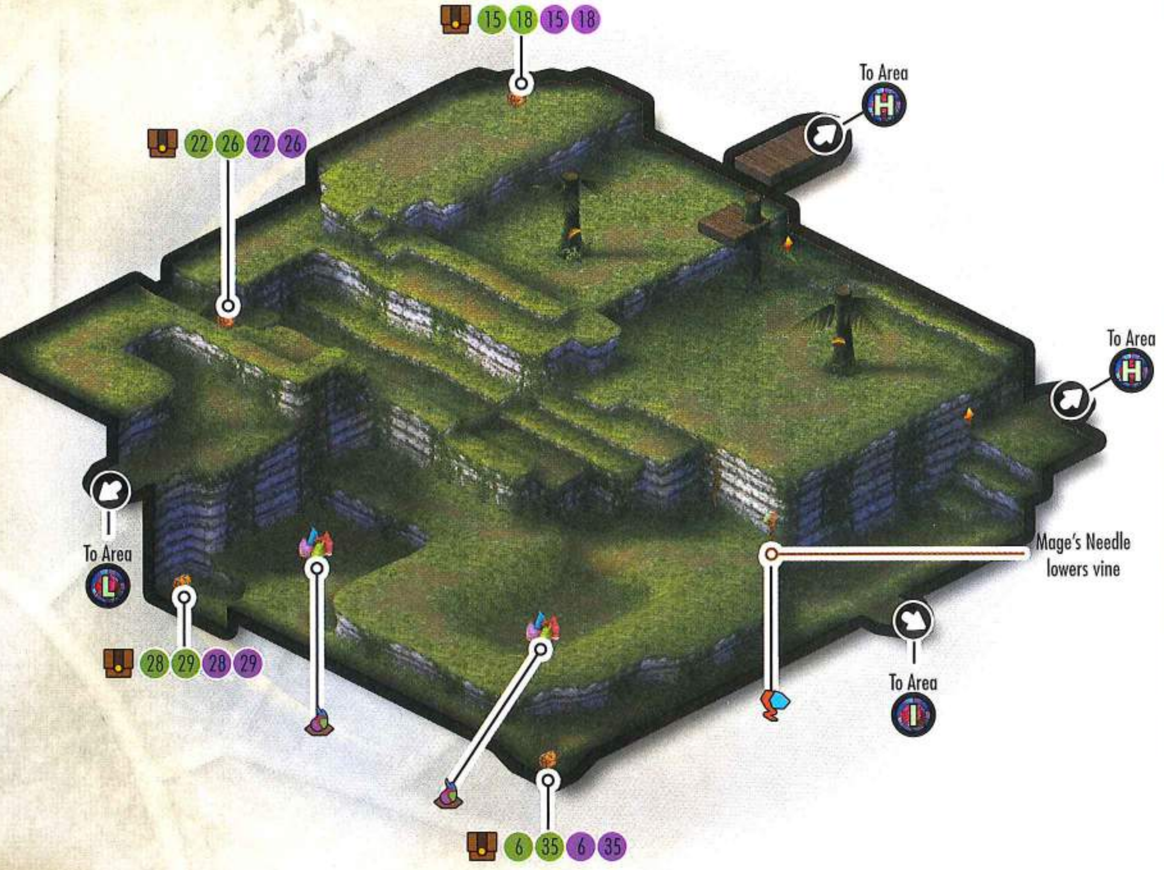
Getting to Area C's Upper level

The southwest exit from Area **I** can lead you to those high barrels in Area **C** that you couldn't reach earlier. First you must traverse the high platforms of Area **K** (see our Area **K** map), then enter the upper level of Area **C**. You might want to try raiding those treasures before proceeding to **Step 9**.

AREA J

When you enter from the ground level of Area **H**, you arrive here via the eastern passage. Note the arrow taro pointing upward; that's where you want to go.

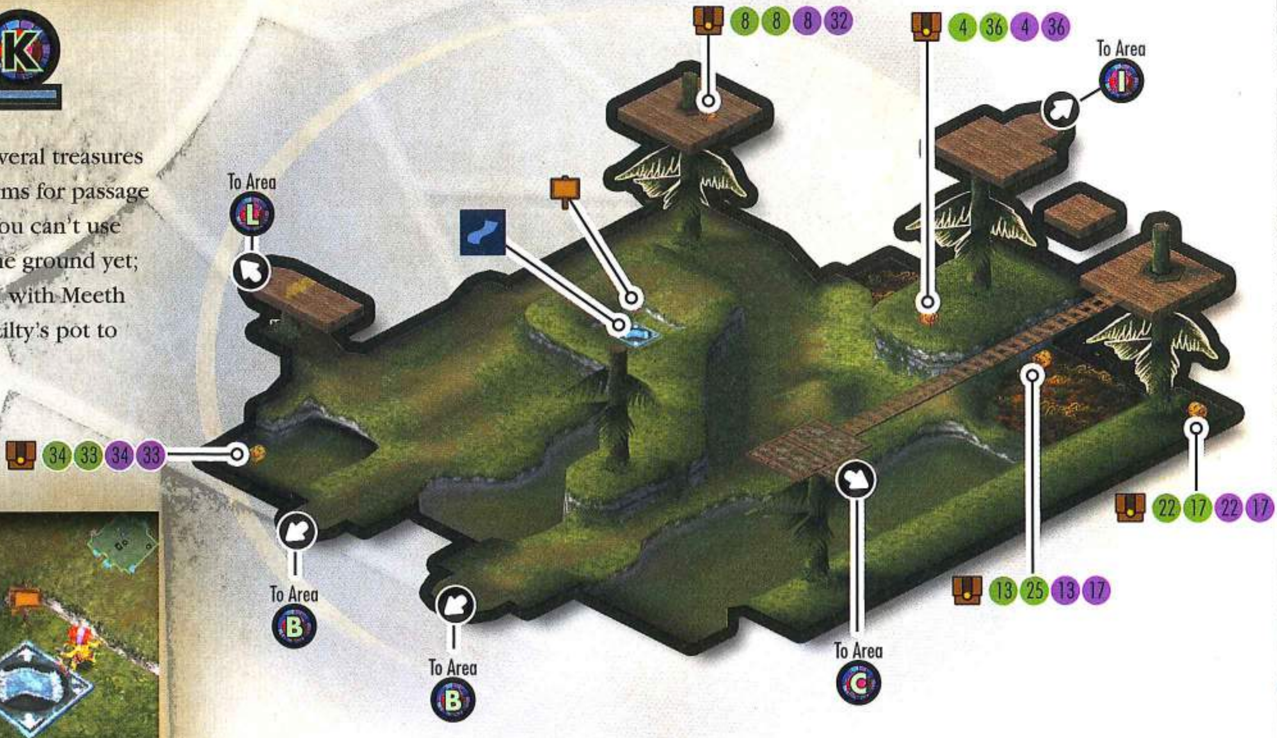
You can scour the full area for the treasure before you double-jump your way to the upper exit (from the wooden platform) back to Area **H** where you can execute **Step 10**. Note: the mage's needle near the southeastern cliff lets Al lower a vine so you can climb to the upper level without a double-jump.


15 18 15 18
22 26 22 26
To Area H
To Area H
To Area L
Mage's Needle lowers vine
28 29 28 29
To Area I
6 35 6 35

HP 177/177
SP 257/257

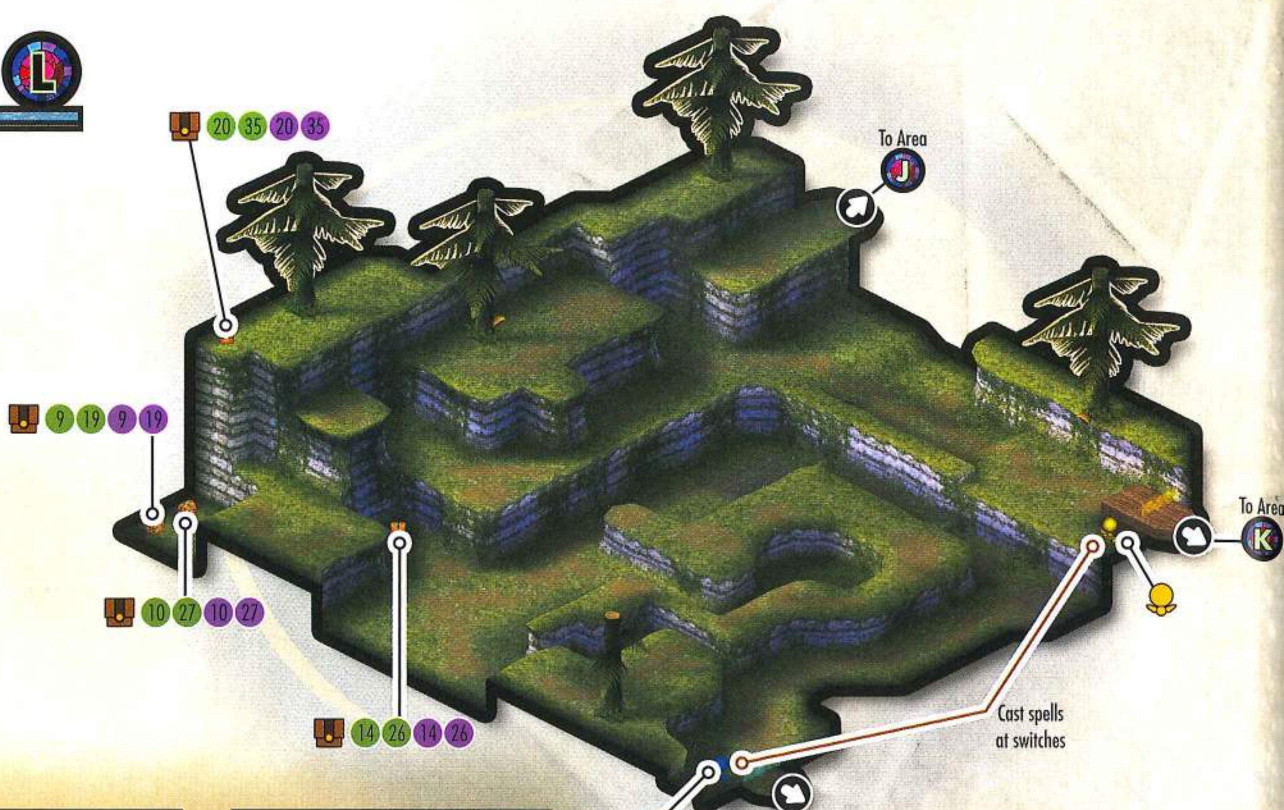
AREA K

This area has several treasures and high platforms for passage to other areas. You can't use the device on the ground yet; you must return with Meeth later and use a Lilty's pot to activate it.


8 8 8 32
4 36 4 36
To Area I
To Area L
34 33 34 33
22 17 22 17
To Area B
To Area B
13 25 13 17
To Area C

HP 69/183
SP 265/265

AREA L



20 35 20 35
To Area J
9 19 9 19
To Area K
10 27 10 27
14 26 14 26
Cast spells at switches
To Area B

HP 188/188
SP 271/271

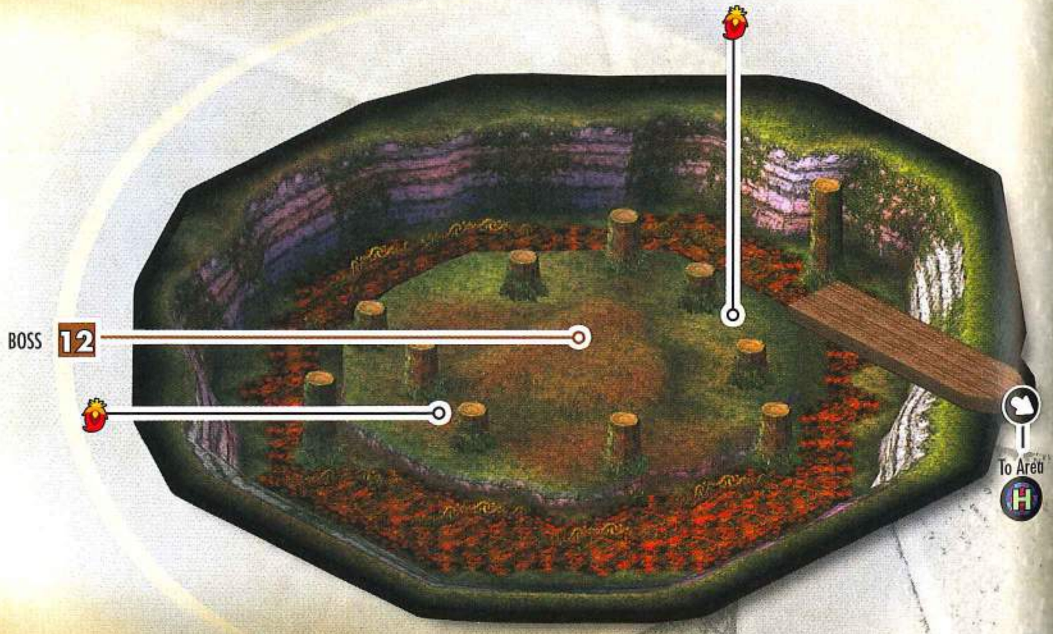
HP 150/188
SP 271/271

Cast Thunder at the yellow magic switch in the eastern corner to open the passage to Area **K**. Cast Blizzard at the blue magic switch in the southern corner to open the passage to Area **B**. This opens a shortcut back to the World Map, which can prove very useful.

AREA M

Step 12: Defeat the Angry Flower (and Her Buds)

Your foursome emerges over a pit where a truly Angry Flower and her two nasty Buds spew noxious poison into the air. Note that when the flower opens to spin its deadly, blade-like petals, its red crystal heart is exposed. That's your target…



BOSS 12
To Area H

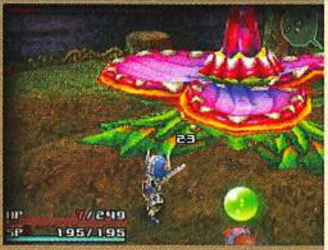
BOSS ENCOUNTER

ANGRY FLOWER

First, defeat the Angry Flower's two Buds, then concentrate your attacks on the boss herself. When you defeat the Buds, the flower opens. Send Yuri to jump atop the open petals and attack the red crystal, its weak point. When dealing damage to the crystal you're susceptible to the Angry Flower's poison and spin attacks.

HP 249/249
SP 195/195

Item pocket full!



Get back when the spinning begins and try to nail it with a few Fire spells, but rush in quickly to inflict melee punishment afterwards. The petals remain open for a long time, so keep pressing the attack on the crystal and use Potions if necessary for quick healing.

Note: the Cloud Bees on the outskirts of the area won't attack unless you draw near, so just ignore them and focus your attacks on the boss.

PLAYTHROUGH	FLOWER DROP ITEMS
1st	Copper, Iron, Dark Crystal, Dragonlike Armor, Cute Kitty Cloak, Dragonlike Helm, Cute Kitty Hat, Thunderous Weapon, Warrior's Weapon, Carniflower Fluid, Garnet, Blue Stone, Red Stone, Yellow Stone, White Dust, Honey Acid
2nd+	Legendary Wpn., Wooden Weapon, Best Knight Helm, Knight Lt. Armor, Dark Crystal, Orichalcum, Gold, Garnet, Yew Branch, Carniflower Seed, Carniflower Fluid, 80 gil

PLAYTHROUGH	BUD DROP ITEMS
1st	Clear Magicite
2nd+	Clear Magicite

AFTER THE BOSS FIGHT

After defeating the boss, step into the crystal and advance through the scene to see the forest come back to life. Gnash decides to stick with your party, and you're off to see the king. When the game returns to the World Map, save your game and travel back to Rebena Te Ra with your new party member.

World Map
The Forest Dweller
Yuri
Lv.19
Alhanalem
Lv.19
Gnash
Lv.18

Touch the panel to enter your destination.
Press Ⓨ to view save options.

A King's Woes

REBENA TE RA

Talk to the citizenry! Conversations with Rebena Te Ra's citizens usually change after you defeat each boss. If you fail to initiate a conversation you may miss events you can't see again, so after you defeat a boss (and before going on to the next level), always return to Rebena Te Ra if you can to chat with the people there. For example, this time you learn that Lake Cyela is rising and ominous black clouds darken its waters.

Stock up on goods and forge/buy upgraded equipment if you can. Then head to the Royal Castle and talk to the guards. After a long conversation they finally grant you audience with the king.

ROYAL CASTLE: Throne Room

This is Area **B** in the Rebena Te Ra maps. Click through the conversation with King Kolka and watch as Al confronts the imposter Yuke who claims his name. Then Al announces your next destination: the island facility of Rela Cyel. Your goal is to retrieve undeniable proof of Alhanalem's identity for the royal court.

Exit the castle and go to the World Map. Travel to rainy Rela Cyel, your next destination.

PART THREE: "RELA CYEL"

Rela Cyel

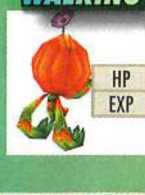
You arrive in a torrential rainfall at Rela Cyel's front portal. The entrance looks sealed, but it turns out Al has a key. Time to enter the waterlogged facility...and seek the past Al thought he left behind.

But it looks like it's sealed off.
I don't think we can go in.

ICE BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	395	1674	2874
EXP	170	680	1360

WALKING PLANT



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	483	1705	2855
EXP	200	704	1408

HAMMER GOBLIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	502	1952	3252
EXP	225	736	1472

SAHAGIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	456	1820	3070
EXP	210	720	1440

THUNDER BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	408	1689	2889
EXP	170	680	1360

DAEDALUS

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1202	3303	4803
EXP	320	960	1920

SCARY SPIKE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	335	1468	2568
EXP	180	688	1376

SAHADON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3209	6313	7813
EXP	575	1120	2240

RARE

COELACANTH

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3580	6870	8370
EXP	600	1400	2800

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	-	-	-	-	B	-	B	-	*1
2	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	B	-	B	-	*1
3	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	B	-	B	-	*1
4	Cure Magicite	100	Clear Magicite	100	-	-	-	-	H	-	H	-	*2
5	Cure Magicite	100	Raise Magicite	100	-	-	-	-	A	-	A	-	*2
6	Potion	100	Ether	100	-	-	-	-	-	-	H	-	*2
7	DEF Boost	100	-	-	-	-	-	-	A	A	H	H	
8	Magical Weapon	100	-	-	-	-	-	-	E	-	E	-	
9	Crystalline Wpn.	50	Branded Weapon	50	50 gil	100	-	-	-	A	-	A	
10	Magic Headwear	50	Cozy Headwear	50	-	-	-	-	D	-	D	-	
11	Knight's Helmet	25	Fire Hat	25	Ice Hat	25	Thunder Hat	25	E	-	E	-	
12	Knight's Helmet	50	Dragonlike Helm	50	-	-	-	-	C	-	C	-	
13	Dragon God Helm	50	Queen's Insignia	50	-	-	-	-	-	C	-	C	
14	Heat-hating Helm	50	Frost-free Helm	50	-	-	-	-	-	B	-	B	
15	Thief Headwrap	50	Ash Kitty Hat	50	-	-	-	-	-	E	-	E	
16	Dragonlike Armor	50	Knight's Uniform	50	-	-	-	-	D	-	D	-	
17	Magical Raiment	50	Healing Raiment	50	-	-	-	-	C	-	C	-	
18	Cute Kitty Cloak	25	Fiery Garb	25	Icy Garb	25	Thunderous Garb	25	E	-	E	-	
19	Dragon God Armor	50	Silver Armor	50	-	-	-	-	-	E	-	E	
20	Thief's Uniform	50	Ash Kitty Cloak	50	-	-	-	-	-	B	-	B	
21	Band of Rebirth	70	Band of Abilities	30	-	-	-	-	-	-	A	-	
22	Reddish Emblem	70	Ice Covenant	30	-	-	-	-	A	-	A	-	
23	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	H	-	H	
24	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	E	-	E	
25	Ruby	33	Sapphire	34	Citrine	33	-	-	-	A	-	A	
26	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
27	Crystal	100	-	-	-	-	-	-	-	E	-	E	
28	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	H	H	-	A	
29	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	B	-	B	
30	Dark Crystal	75	Crystal	10	50 gil	100	-	-	-	D	-	D	
31	White Dust	100	50 gil	25	Seraph Dust	75	-	-	-	D	-	D	

*1: Gain one additional item
*2: Gain an additional one of each item

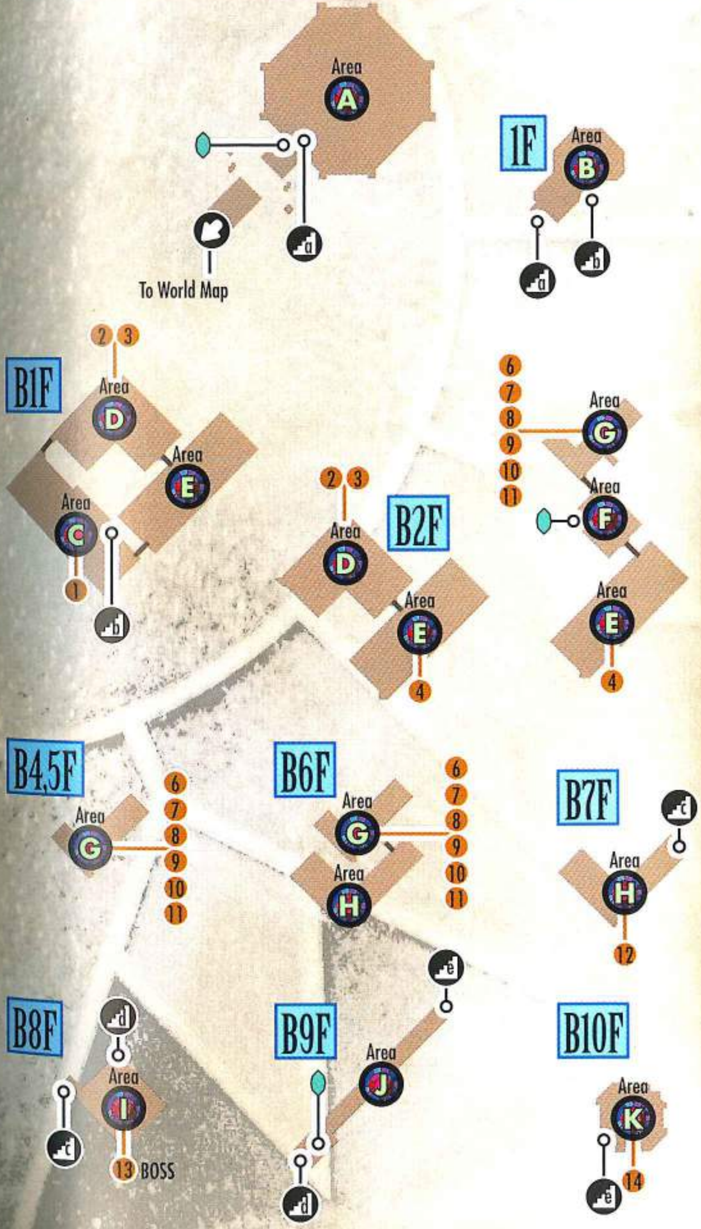
OVERVIEW: RELA CYEL

The facility known as Rela Cyel is a vertical structure that goes ten floors deep. Three areas are completely flooded and cannot be traversed. Your goal is to lower water levels so that you can make your way down to the underground floors. Once you get to Area **F***, Meeth joins you, giving you a full party at last. In Area* **G** *you get a tutorial about Meeth's tribe ability, the Lilty's pot.*

HP 156/194
SP 271/271

MAPS: Rela Cyel

MAP KEY			
		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down


Area A
To World Map
a
1F
Area B
a
b
B1F
Area D
2
3
Area E
Area C
1
b
B2F
Area D
2
3
Area E
4
Area G
Area F
Area E
4
6
7
8
9
10
11
B4,5F
Area G
B6F
Area G
Area H
B7F
c
Area H
12
B8F
d
Area I
c
13 BOSS
B9F
e
Area J
d
B10F
Area K
e
14

AREA A

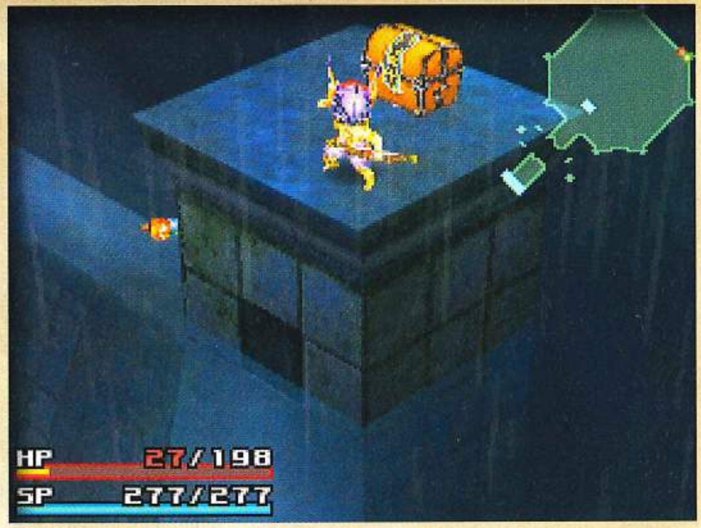
The first thing you encounter is a gap in the broken walkway. Use Gnash's double-jump to leap to the platform to the left of the walkway (see the red route on our map), then from platform to platform to reach the other side of the gap. When you get there, press the **L** Button to bring the rest of the party over. Heal up at the Crystal and save your game.

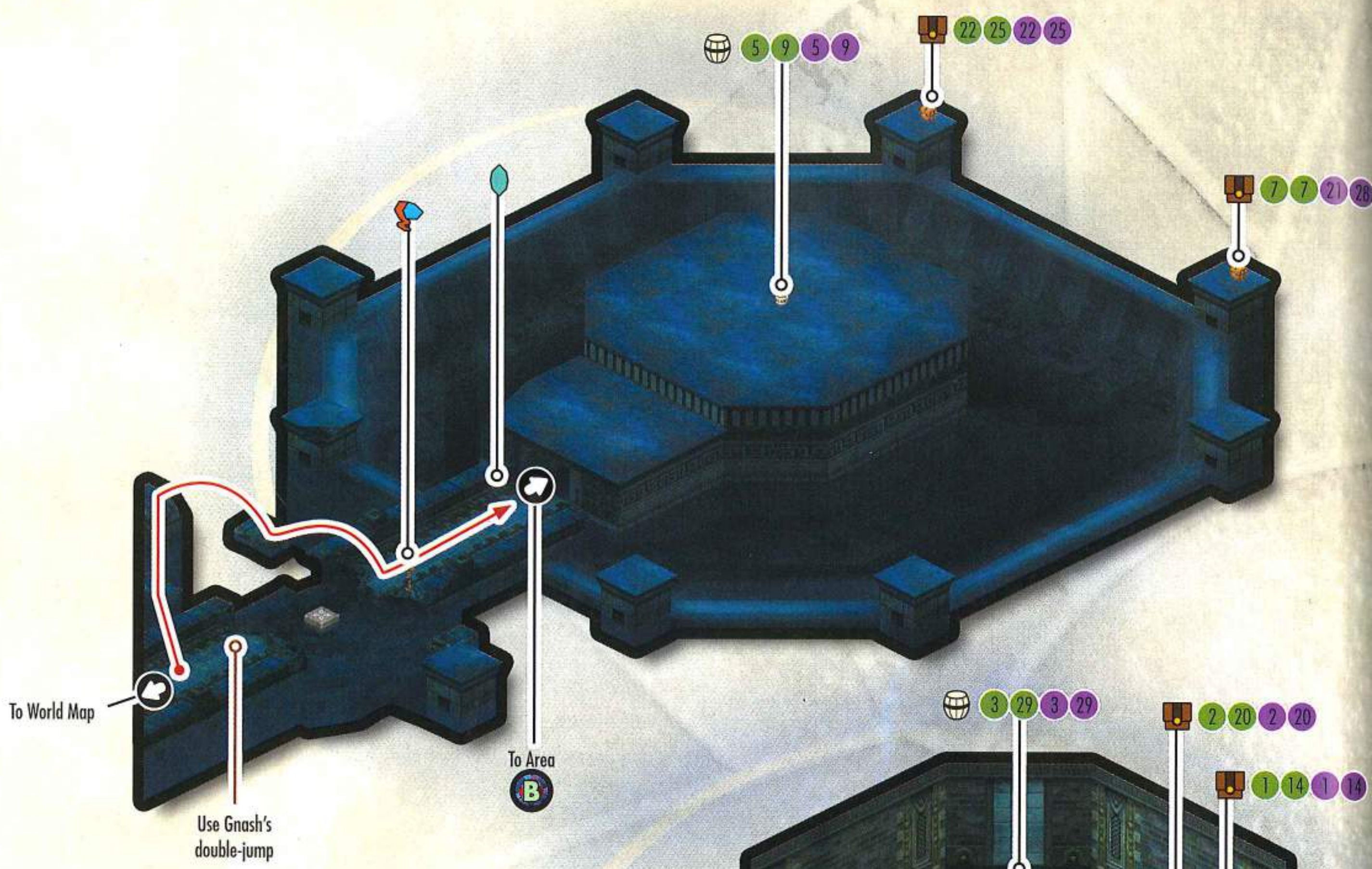
Before you enter, have Al use his tribe ability to drag a magic thread from the mage's needle back to the block outline in the middle of the watery gap. Now you can get across the gap more easily in the future.

Also: use Gnash to double-jump atop the building and nab the treasure on the roof. He can also work his way carefully along the top of the submerged walls to reach chests sitting atop two corner columns, including a valuable DEF Boost on the easternmost column.

HP 156/194
SP 271/271

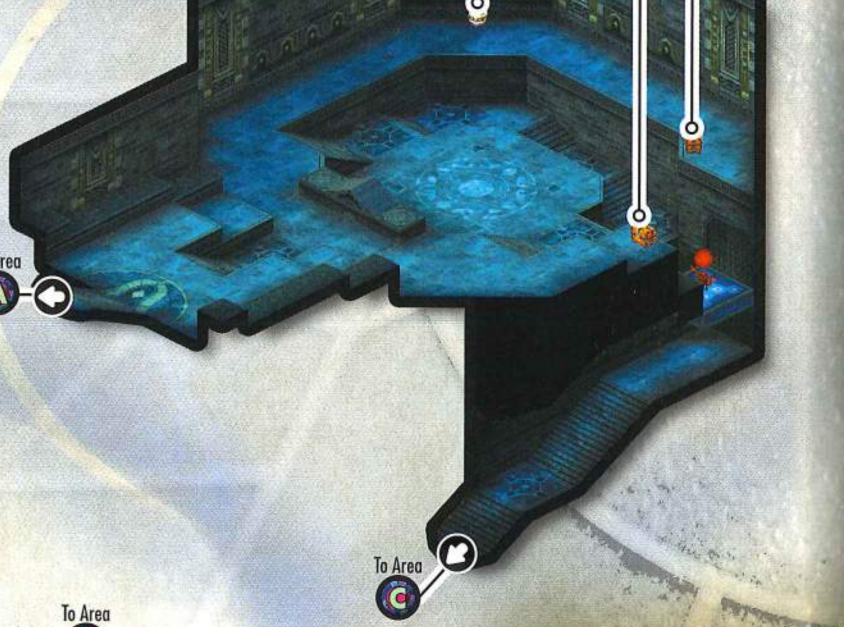
HP 212/212
SP 253/253


HP 27/198
SP 277/277

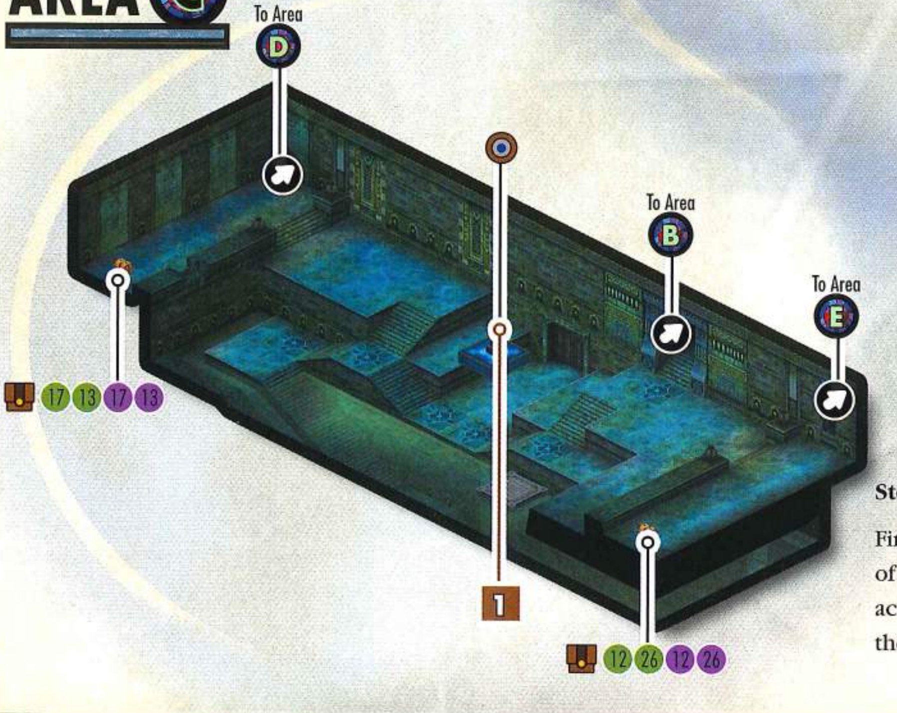

5 9 5 9
22 25 22 25
7 7 21 28
To World Map
Use Gnash's double-jump
To Area B

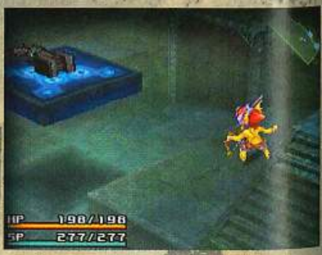
AREA B

Simply work your way around the room raiding treasures. Go downstairs past the red magic switch (already tripped) and continue to Area **C**.


3 29 3 29
2 20 2 20
1 14 1 14
To Area A
To Area C

AREA C


To Area D
To Area B
To Area E
17 13 17 13
1
12 26 12 26


HP 198/198
SP 277/277

Step 1: Hit the Target

Fire Gnash's arrows at the target to trigger the raising of a platform in the water. Jump to the platform, then across to the other side. Go through the jagged hole in the wall to Area **D**.

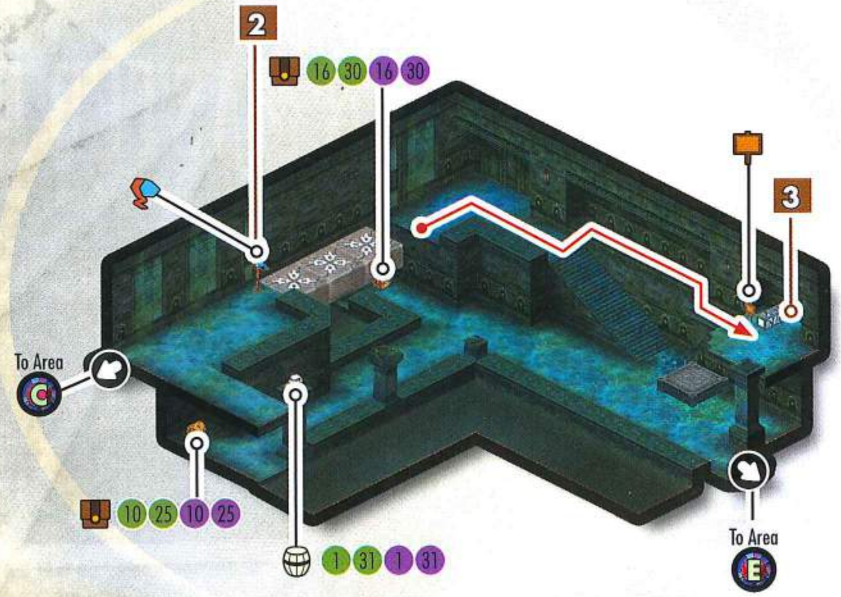
AREA D

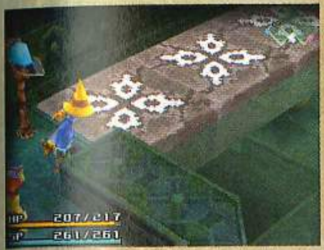
Step 2: Make a Bridge

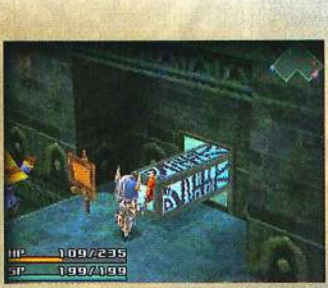
Have Al use the mage's needle to create three platforms that form a bridge to the other side. Cross over the bridge. (The platforms move back and forth on the second playthrough, up and down on the third, so cross carefully to make sure you don't fall into the water.)

Step 3: Press the Pillar

Once you're on the other side, follow the red route on our area map along the ledge to reach the pillar. Push in the pillar-like control rod to bring down the water level. Once you do this, you can use the exit to Area **E**.





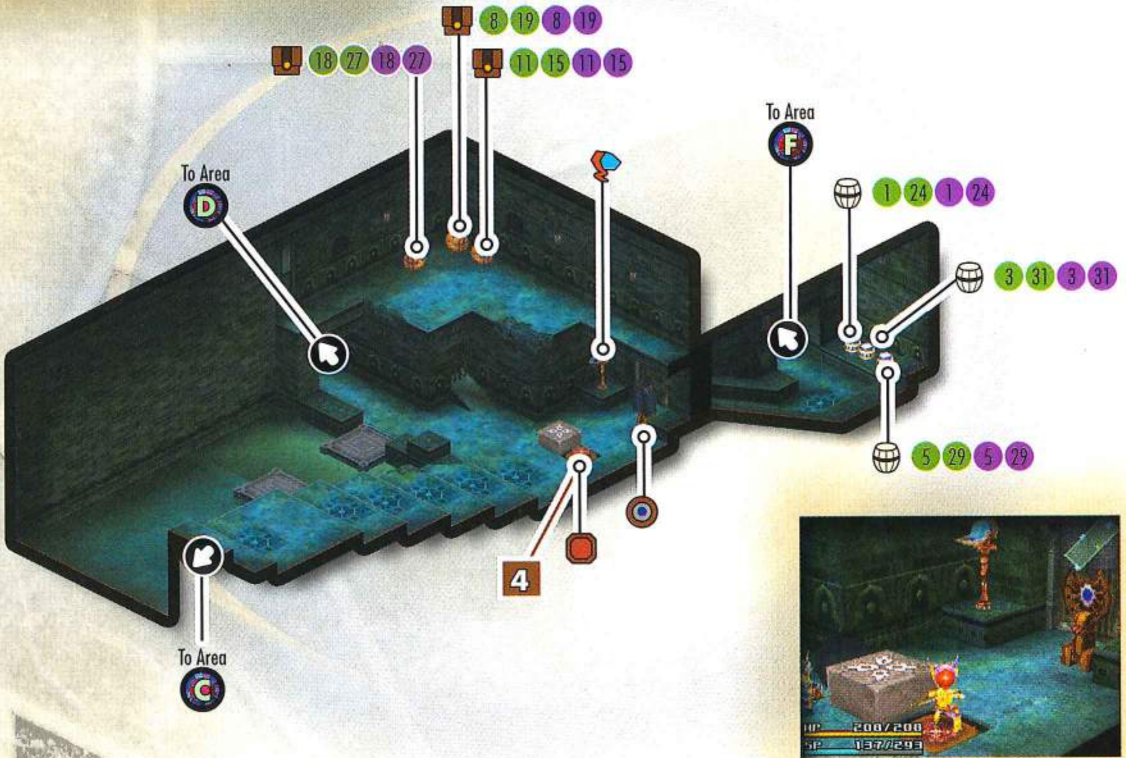


AREA E

Just after you enter this area, use Gnash's double-jump to leap from the small ledge next to the doorway to the upper level where you can score three treasure chests. Then hop down to the ground level and go to the nearby floor switch. Don't step on it yet!

Step 4: Use the Switch to Reveal the Target

Warning! Stepping on the floor switch does two things. First, it raises the metal cover from the nearby target—a good thing, since you need to shoot that target. Second, it opens the nearby gate to release a big, spiky iron ball that rolls right over the switch…and anyone *standing* on the switch too. That's a bad thing.



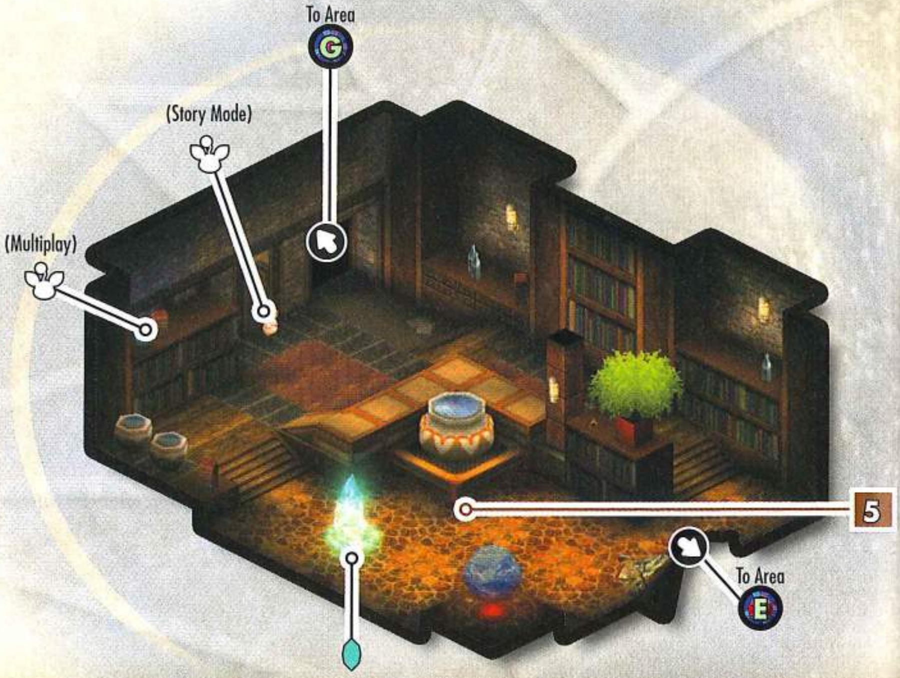
Again, the target is accessible only when you're standing on the floor switch. But before you do so, have Al use his tribe ability to drag a magic thread from the nearby mage's needle to create a stone block in the iron ball's path.

Now control Gnash, positioning him on the floor switch to reveal the target—the iron ball slams harmlessly into the stone block—and then shoot the target with an arrow to open the door behind it. Proceed through the doorway, plunder the magicites in the three white barrels at the bottom of the stairs, and continue into Area **F**. This begins a new chapter.

"URN MASTER MEETH"

Rela Cyel

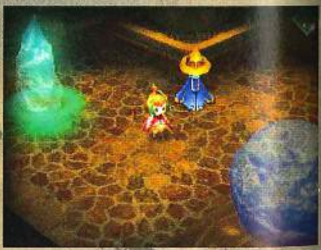
AREA F



Entering Area **F** triggers a scene in which the party has a joyous reunion with their old friend Meeth. After the scene, the entrance behind collapses. You can't return to any previous areas until after you clear Rela Cyel. But Meeth knows a way out.

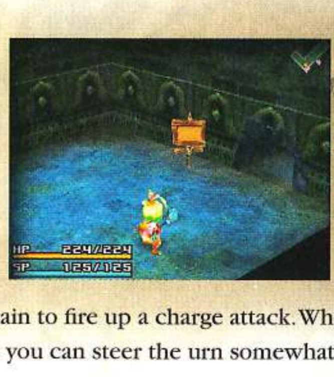
Step 5: Send Meeth to the Warp Portal

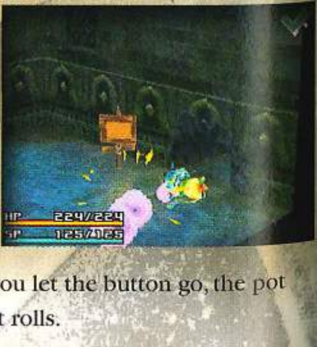
Now, for awhile, you control only Meeth. Save your game at the Crystal, talk to the nearby moogle, and then talk to the other party members to learn Meeth's story. When you're done, take the only exit from the room, which leads into Area **G**.



AREA G

Your goal is to guide Meeth to the very bottom of this multi-layered area. As you can see, there are a number of steps to complete here in Area **G**. When you first arrive, Meeth offers to explain her "rolling urn" ability. Pay attention to the lesson!





Step 6: Roll Through the Hole

Use Meeth's ability to roll in an urn (also called a "Lilty's pot") through the hole in the wall. Just aim Meeth in the direction you want to go, hold down **A** briefly to conjure a pot, then hold down **A** again to fire up a charge attack. When you let the button go, the pot scoops up Meeth and rolls very fast in the direction she faces. Note that you can steer the urn somewhat as it rolls.

Step 7: Roll Over the Spikes

Use Meeth's rolling urn ability to roll safely over the spiked floor and fall through the floor hole.

Step 8: Jump the Gap

Use Meeth's rolling urn ability to roll up the purple ramp and fly across the gap.

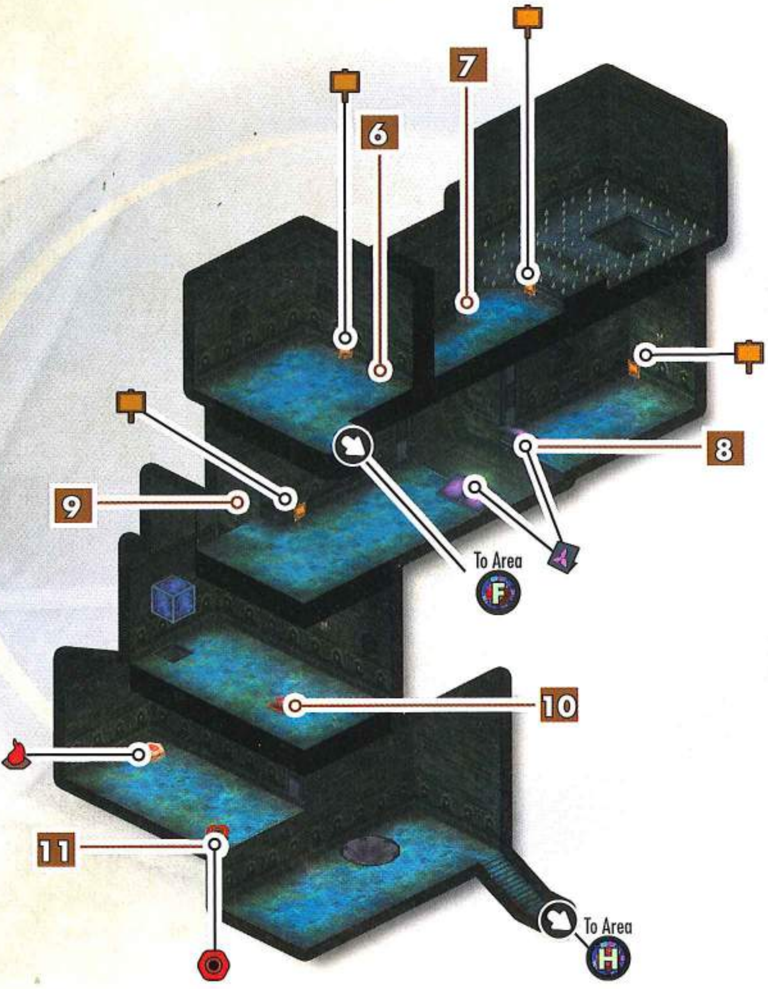
Step 9: Break the Door

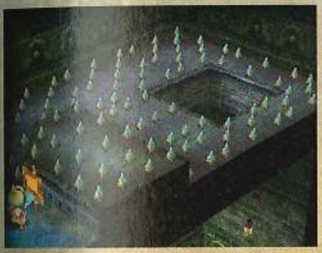
Use Meeth's rolling urn ability to shatter the door etched with the picture of a pot. Then hop through the doorway to drop to the next level.

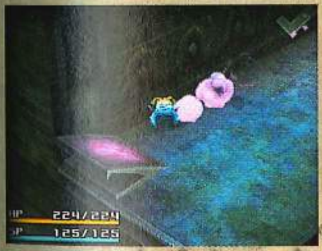
Step 10: Use the Pot on the Switch

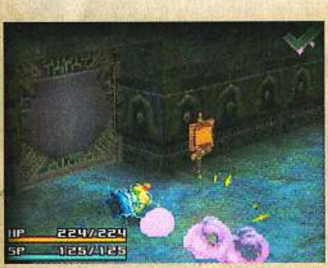
Use Meeth's rolling urn ability to smite the attacking Scary Spike. When you defeat the enemy, a floor switch appears. (Note: you won't lose any HP in this battle even if you get hit.) If you hop onto the switch, the block across the room rises, opening a hole in the floor that leads to the next level. But if you step off the switch, the block abruptly drops, sealing the hole again.

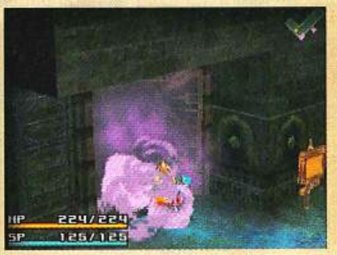
Solution: Step on the switch, then press and hold **A** briefly to summon a Lilty's pot without the rolling motion. If the pot appears atop the floor switch, it presses the switch so the block levitates; now Meeth can hop down the hole. If your summoned pot *doesn't* appear on the switch, just pick it up and drop it onto the switch.

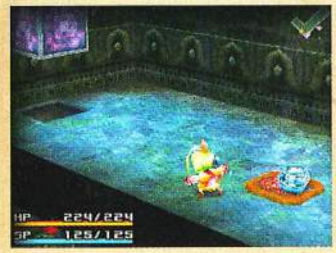








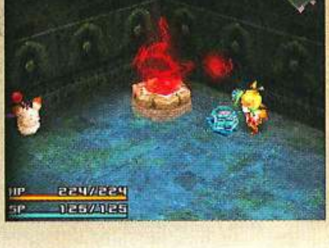


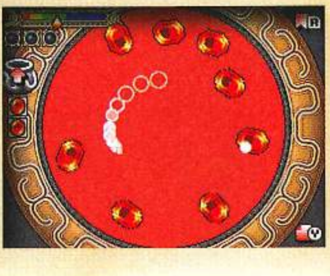


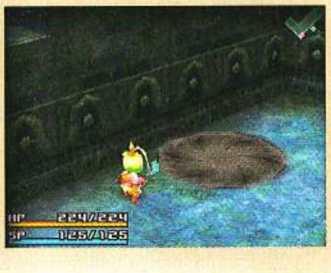
Step 11: Lay a Fire Magicite on the Magicite Stand

When Meeth drops down to this next level you get a detailed tutorial on alchemy, the Lilty tribe ability. (It has several steps, so pay attention.) Afterward, you can use the Lilty alchemy technique to make a Fire Magicite in your pot, or just take the easy way and drag a Fire Magicite from your inventory.

Pick up the Fire Magicite orb that pops out and put it on the red magicite stand. The water level goes down. A black, swirling vortex that links the highest and lowest levels also appears: use this portal to return Meeth to the highest floor and rejoin her friends. Step back into the vortex to warp down to the lowest level once more, then head for the exit to Area **H**.





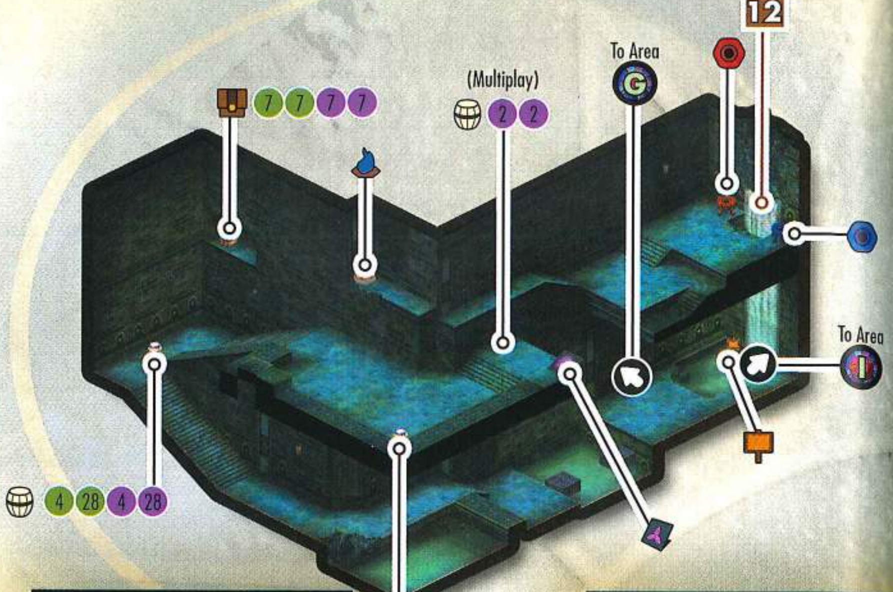


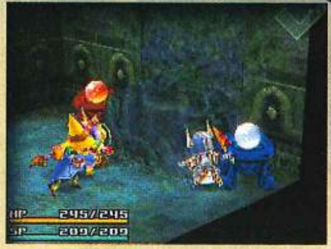
AREA H

Work your way left across the lower level of this area, climb the stairs, and then work your way back to the right, across the upper level, to the doorway flanked by magicite stands.

Step 12: Lay Magicites on the Stands

Place magicites of corresponding color on the magicite stands (Fire on red, Blizz. on blue) to shut off the waterfall and open the doorway to Area **I** below. If you don't have Fire or Blizz. Magicites, send Meeth to the Elemental Springs in Area **G** and Area **H** and press the R Button to activate her tribe ability there. Her Lilty's pot automatically gathers the elements needed to create Fire and Blizz. Magicites, then she can stir them up. Go back down and pass through the newly opened passage to Area **I**.


12
To Area
G
(Multiplay)
2 2
7 7 7 7
To Area
I
4 28 4 28
28 28 6 23


HP 245/245
SP 209/209

HP 245/245
SP 209/209

Stock Up on Blizzard

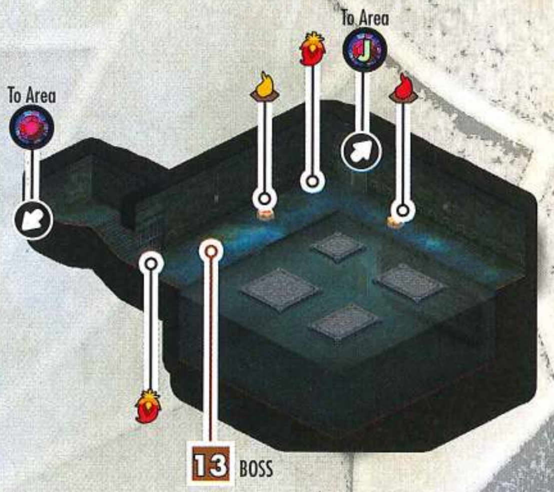
Blizzard spells help against the upcoming boss, the Coelacanth. If your Blizzard Pocket isn't full, have Meeth use her alchemy on the blue Elemental Spring in Area **H** to cook up a batch of Blizz. Magicites in her Lilty's pot.

219/229
131/131

AREA I

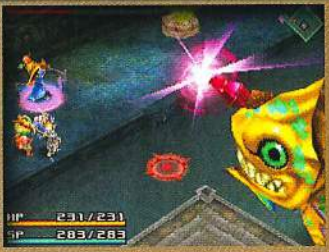
Step 13: Defeat the Coelacanth

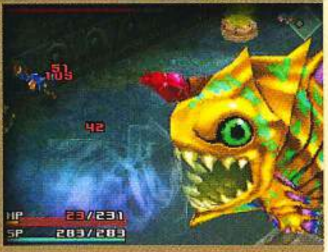
Here it is, your Reya Cyel boss battle. Enter with a full pocket of Blizz. Magicites. After you defeat the Coelacanth, exit through the only door available to enter Area **J**.


To Area
J
To Area
13 BOSS

COELACANTH

This boss has no resistance to ice, so freeze it with Blizzard spells whenever the big fish arises from the water. The Coelacanth is immobilized for a few seconds while frozen; take advantage of this respite to nail the beast with jump attacks, targeting the red crystal on its forehead.





PLAYTHROUGH	DROP ITEMS
1st	Dark Crystal, Ancient Scale, Lizard Scale, Ice Hat, Icy Garb, Knight's Uniform, Knight's Helmet, Odd Angled Eye, Courageous Weapon, 250 gil
2nd	Crystalline Wpn., Branded Weapon, Dragon God Helm, Dragon God Armor, Salvation Tome, Perdition Tome, Playful Soul, Refined Crystal, Crystal, Dark Crystal, Mythril, Orichalcum, Silver, Phoenix Down, Ancient Scale, 80 gil

We like using AI for this battle, but Meeth's rolling urn attack can be effective too. (As she puts it, "Torpedoes at the ready!") Best advice, perhaps: use the party member with whom you're most adept.

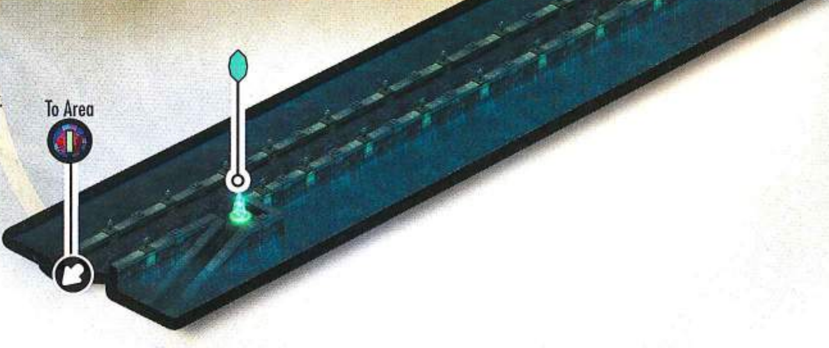
When unfrozen and active, the Coelacanth executes a nasty "breath" attack, either sucking everyone toward it (and often pulling your party into the toxic water) or exhaling painfully on the party. When the suction begins, just run in the opposite direction to counter it.

The monster also attacks with three rapid-fire toxic bubble blasts that track you. Run and dodge the blue bubbles when you see them coming. You can also toss Fire or Thunder Magicites at the boss when he's under the water's surface to inflict damage.

"TILKA'S CLOAK"

Rela Cyvel

AREA J



Use the Crystal here and proceed down the long walkway toward Area **K** to trigger an event. As the structure collapses all around, Yuri and Chelinka try to save the party. When the long sequence finally ends, continue down the walkway into Area **K**.

AREA K

Step 14: Talk, Then Warp Out

Your arrival in the massive Crystal Chamber triggers another long scene in which Yuri collapses again…and a familiar figure makes another appearance.

Afterwards, talk to your team in the following order: Al, Chelinka, Gnash, Chelinka, Meeth three times and Al twice (to learn about Tilika, Aleria, and the history of the Rela Cyel facility), Meeth again, then Chelinka. When you finish, Gnash returns after opening up another swirling portal, which appears in the back corner. Step into the vortex to return to the World Map, then travel back to Rebena Te Ra.

Rebena Te Ra

Save your game and talk to citizens. Hit the shops and upgrade your equipment. Then go to the Royal Castle and enter the throne room.

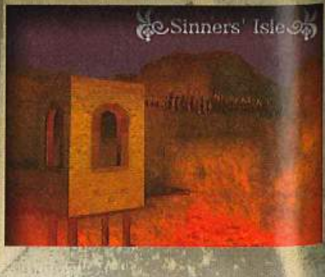
ROYAL CASTLE: Throne Room

This is Area **B** of the Rebena Te Ra maps. Approach the Alhanalem imposter and talk to her twice to trigger King Kolka's appearance. When the king says "Follow me!" and withdraws, follow him into the central stairwell (Area **C** of the Rebena Te Ra maps) and climb to the top of the stairs to enter his private chambers.

By all means. Let us retire to my drawing room. Follow me.

ROYAL CASTLE: Drawing Room

Talk to the king to trigger a disturbing event. After Cu Chaspel's unwelcome appearance and dastardly escape, the palace guard enters. Your party is whisked away, and awaken in the brutal environment of a volcanic island known as Sinners' Isle.

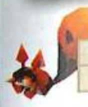


PART THREE: "SINS AND CONSEQUENCES"

Sinners' Isle/Kilanda Isle

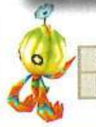
Accused of attempting to assassinate the king, our heroes are shipped off to the correctional institution of Kilanda Isle, more commonly known as Sinners' Isle. Surrounded by a vast ocean, this grim volcanic island is said to be escape-proof.

VULCAN MU



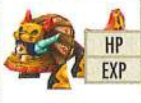
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	402	1402	2402
EXP	150	880	1200

ONION HEAD



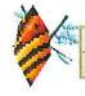
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	528	1757	2907
EXP	200	1024	1480

CHIMERA



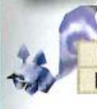
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1516	3648	5098
EXP	340	1144	2000

CLOUD BEE



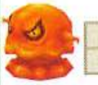
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	98	878	1678
EXP	120	336	512

SNOW MU



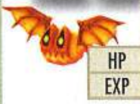
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	395	1395	2395
EXP	150	880	1200

FIRE FLAN



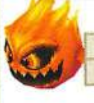
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	208	1328	2428
EXP	250	1056	1760

FIRE BAT



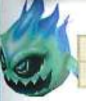
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	350	1215	2115
EXP	150	840	1240

FATHER BOMB



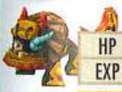
	PLAYTHROUGH		
	1ST	2ND	3RD
HP	800	2160	3360
EXP	220	1000	1440

MOTHER BOMB



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	750	2100	3300
EXP	210	1000	1440

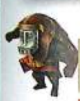
CHIMAIGA



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3820	7230	8730
EXP	680	1280	2560

RARE

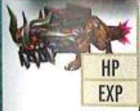
DRAGON RIDER



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1000	2400	3600
EXP	50	400	800

BOSS

DRAGON



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	4140	7710	9210
EXP	700	1600	3200

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Blizz. Magicite	100	-	-	-	-	-	-	B	-	-	-	
2	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	C	-	C	-	*1
3	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	B	-	B	-	*1
4	Cure Magicite	100	Clear Magicite	100	-	-	-	-	G	G	C	G	*2
5	Cure Magicite	100	Raise Magicite	100	-	-	-	-	C	G	C	F	*2
6	Potion	100	-	-	-	-	-	-	D	-	D	-	
7	Potion	100	Ether	100	-	-	-	-	-	G	F	F	*3
8	Ether	100	-	-	-	-	-	-	D	-	D	-	
9	ATK Boost	100	ATK Boost	100	-	-	-	-	E	E	E	E	
10	Courageous Wpn.	100	-	-	-	-	-	-	A	-	A	-	
11	Victorious Wpn.	100	-	-	-	-	-	-	F	-	F	-	
12	Victorious Wpn.	50	Courageous Wpn.	50	-	-	-	-	E	-	E	-	
13	Angel's Weapon	50	Magical Weapon	50	-	-	-	-	D	-	D	-	
14	Foreign Weapon	50	50 gil	50	-	-	-	-	-	E	-	E	
15	Cursed Weapon	50	50 gil	50	-	-	-	-	-	H	-	H	
16	Knight's Helmet	30	Anti-heat Helmet	30	Anti-cold Helmet	30	200 gil	10	H	-	H	-	
17	Dragonish Helm	30	Anti-heat Helmet	30	Anti-cold Helmet	30	200 gil	10	C	-	C	-	
18	Dragonish Helm	50	Skeletal Mask	50	-	-	-	-	D	-	D	-	
19	Robber's Rag	50	Princess Insignia	50	-	-	-	-	C	-	B	-	
20	Feudal Lord Helm	50	Cosmic Hair Tie	50	50 gil	100	-	-	-	C	-	C	

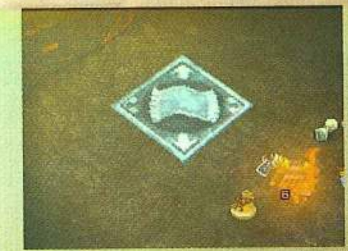
ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
21	Feudal Lord Helm	25	Cosmic Hair Tie	25	Durable Helmet	25	Wild Thing Helm	25	-	E	-	E	
22	Durable Helmet	50	50 gil	50	-	-	-	-	-	D	-	D	
23	Wild Thing Helm	50	50 gil	50	-	-	-	-	-	B	-	B	
24	Knight's Uniform	25	Dragonish Armor	25	Silver Lt. Armor	25	Robber's Uniform	25	D	-	D	-	
25	Dragonish Armor	50	Silver Lt. Armor	50	-	-	-	-	D	-	D	-	
26	Anti-fire Armor	50	Anti-ice Armor	50	-	-	-	-	H	-	H	-	
27	Combat Armor	50	50 gil	50	-	-	-	-	-	C	-	C	
28	Durable Armor	50	50 gil	50	-	-	-	-	-	D	-	D	
29	Activewear	50	50 gil	50	-	-	-	-	-	D	-	D	
30	Band of Rebirth	70	Band of Abilities	30	-	-	-	-	C	-	C	-	
31	Reddish Emblem	30	Bluish Emblem	30	Yellowish Emblem	30	100 gil	10	C	-	C	-	
32	Soft Cloth	50	Refined Iron	50	-	-	-	-	H	-	H	-	
33	Heavenly Specks	100	-	-	-	-	-	-	D	-	D	-	
34	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	D	-	D	
35	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	D	-	D	
36	Ruby	33	Sapphire	34	Citrine	33	-	-	-	E	-	E	
37	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
38	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	F	A	F	A	
39	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	C	A	C	A	
40	Iron	50	Garnet	50	-	-	-	-	C	-	C	-	
41	Iron	50	Iron Shard	50	-	-	-	-	C	-	C	-	
42	Mythril	50	Mythril Shard	100	Orichalcum	60	Meteorite	30	-	B	-	B	*4
43	Silver	53	Gold	47	-	-	-	-	D	-	D	-	
44	Garnet	100	Garnet	100	Iron	100	-	-	A	-	A	-	
45	Seraph Dust	65	Sulfur Dust	80	60 gil	100	Phoenix Down	30	-	A	-	A	*5
46	Dark Orb	50	Holy Orb	50	60 gil	100	-	-	-	C	-	C	
47	Black Dust	85	White Dust	85	60 gil	100	Phoenix Down	30	-	A	-	A	*6
48	Lizard Scale	100	-	-	-	-	-	-	A	-	A	-	
49	75 gil (300 gil)	100	-	-	-	-	-	-	-	D	-	D	*7
50	150 gil (1600 gil)	100	-	-	-	-	-	-	D	-	D	-	*7
51	200 gil (800 gil)	100	-	-	-	-	-	-	A	-	A	-	*7

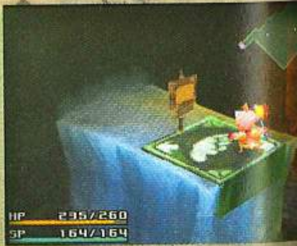
*1: Gain one additional item
*2: Gain one additional Cure Magicite
*3: Gain an additional one of each item
*4: Chance of getting Orichalcum becomes 50%
*5: Chance of getting Seraph Dust becomes 55%
*6: Chance of getting Black Dust and White Dust becomes 75%
*7: Number in ( ) signifies amount acquired during multiplay

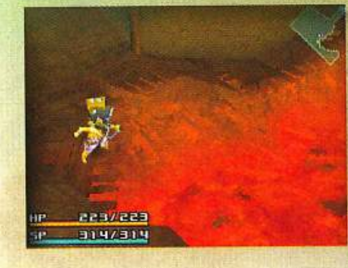
OVERVIEW: SINNERS' ISLE/KILANDA ISLE

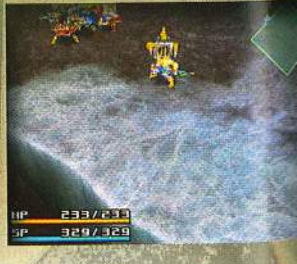
On Kilanda Isle (known as "Sinners' Isle"), magical pot tiles react to Meeth and her Lilty's pots in different ways that increase your movement options. You'll encounter two kinds of pot tiles: a blue one that lets you levitate straight up, and a green one that lets you fly short distances. Read the directions on nearby moogle signs when you first encounter the tiles.

Sinners' Isle also features dangerous lava and ice terrain. If you step on lava, the Fire status effect burns you, while if you step on ice you can suffer the Freeze status, which renders you temporarily immobile and damages you over time. Avoid these terrains if at all possible, but if you do get hit with one of these status effects, consider casting Clear on any afflicted party members.

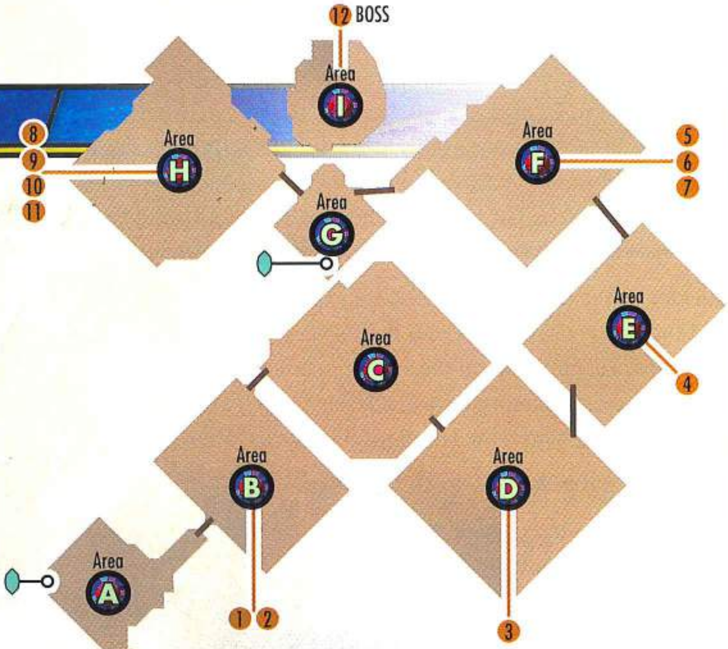








MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down


12 BOSS
Area I
Area H
8
9
10
11
Area F
5
6
7
Area G
Area E
4
Area C
Area B
Area D
Area A
1 2
3

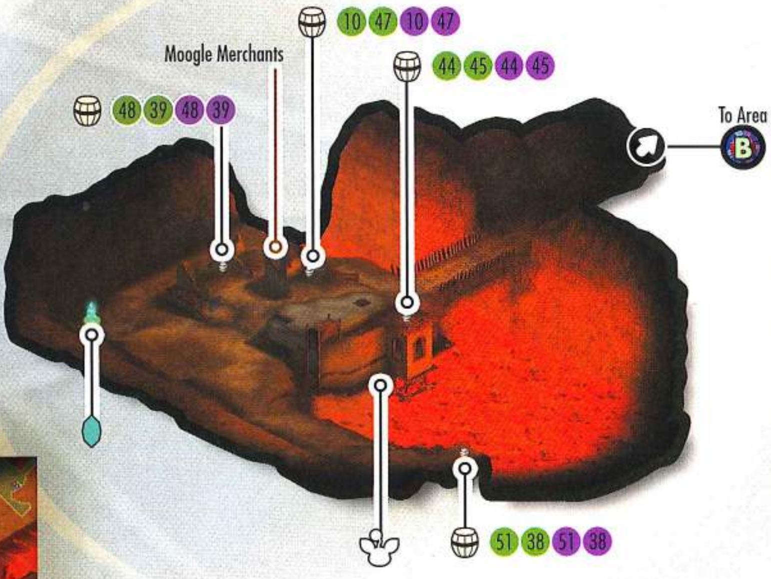
AREA A

Watch out for swarms of Cloud Bees in this first area; remember that you must destroy their hive to stop them from appearing. You can't return to Rebena Te Ra from Sinners' Isle, so you'll have to buy items from the band of moogle merchants here. (You'll find them atop the outpost hut.) The shops include an Armory, Workshop, Magic Goods, and Mog Mart, so they're not too different from the shops in Rebena Te Ra.

When you're finished shopping, don't miss the moogle giving out his commemorative stamp on the precarious walkway hanging over the lava flow along the lower hut. Climb back up and head across the bridge to the next area.

223/223
314/314

HP 331/331
SP 221/221

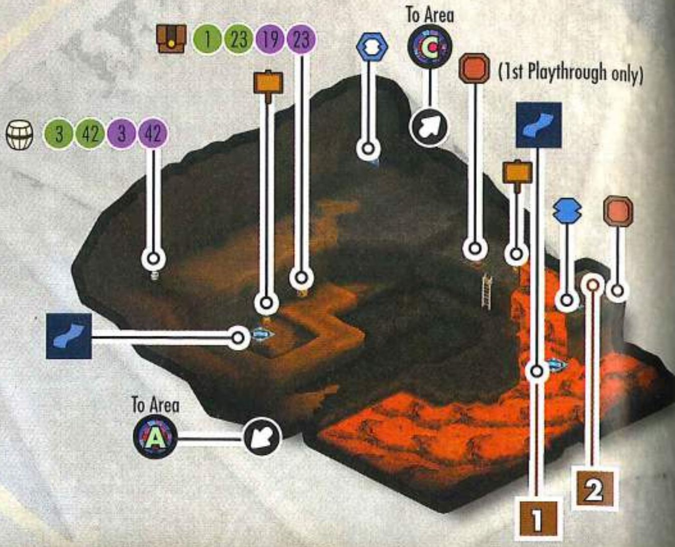

10 47 10 47
Moogle Merchants
44 45 44 45
48 39 48 39
To Area B
51 38 51 38

AREA B

When you enter this area, double-jump Gnash up the first wall to the left and find the moogle sign that explains how to use a blue Lilty's pot tile. Press L to bring up the rest of your party, then have Meeth create a Lilty's pot on the blue pot tile. Both tile and pot start glowing, and the pot starts to levitate.

HP 229/229
SP 321/321

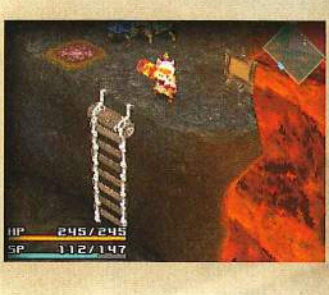
Quickly hop Meeth onto the Lilty's pot before it rises too far. (You can also move her directly underneath the rising pot and press B to jump and grab hold, but it's harder to get over to the upper location this way.) Ride up past the edge of the cliff; when the pot starts to flicker, jump over to the upper level. Press L again to bring up your party, then explore the upper plateau area. You should find a white barrel at one end, and a keyhole stand next to a closed exit at the other end. But where's the key?

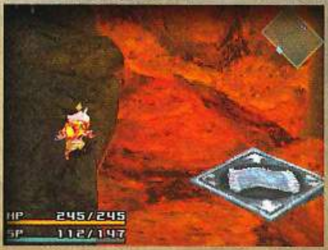

1 23 19 23
To Area
C
(1st Playthrough only)
3 42 3 42
To Area
A
1
2

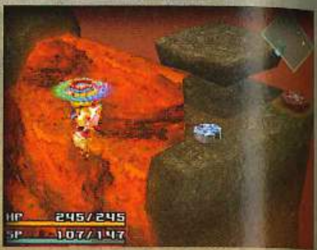
Sticking to the back wall, move southeast down to the moogle sign and the floor switch. (Note: this floor switch appears only on your first playthrough.) Hop on the switch to lower the nearby ladder, making it easier to move between levels. Then read the moogle sign to spot the key across the lava flow. Hop down to the lower level.

Step 1: Use the Pot Tile to Get the Key

Move Meeth to the edge of the lava to see another blue pot tile out in the flow. Carefully jump Meeth onto the tile. Create another Lilty's pot on the tile, then hop aboard before it rises up the cliff. Ride the pot up and jump over to the cliff-top to grab the key, then move on to **Step 2**.

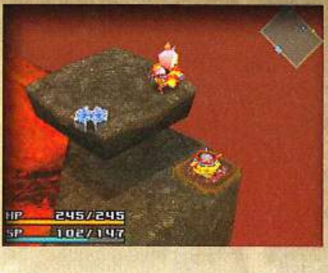

HP 245/245
SP 112/147

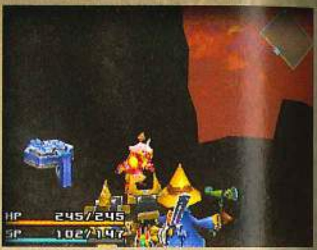

HP 245/245
SP 112/147


HP 245/245
SP 107/147

Step 2: Use a Pot to Press the Platform Switch

Holding the key, hop up onto the block platform, then set the key down on the platform. Now create a Lilty's pot, pick it up, and toss it down onto the floor switch just below. Pressing this switch activates the platform. As you ride across to the opposite cliff, be sure to pick up the key again. Then carry it to the keyhole stand and place it into the keyhole to open the doorway to Area **C**.

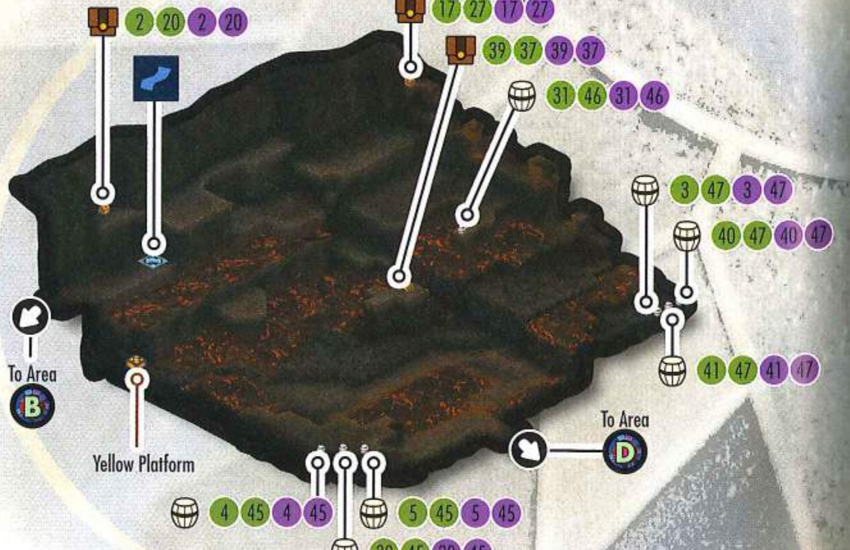

HP 245/245
SP 102/147


HP 245/245
SP 102/147

AREA C

This area is loaded with treasure, but watch out for monsters and the deadly lava terrain. Have Meeth use the pot tile near the entrance to get up the first cliff, or you can just double-jump up with Gnash. Don't miss the treasure chest on a high ledge to the left. The yellow platform in the far left corner is useful when you want to return to Area **B**.

HP 232/233
SP 269/329


2 20 2 20
17 27 17 27
39 37 39 37
31 46 31 46
3 47 3 47
40 47 40 47
41 47 41 47
To Area
B
Yellow Platform
To Area
D
4 45 4 45
5 45 5 45
30 45 30 45

If You Fall...

It might be wise to explore Area **C** with Gnash. If he falls into lava he can quickly double-jump to safety. If *any* character you control falls, another trick is to very quickly switch control to an ally standing on safe ground, then immediately hit the L Button to gather the full party (including the fallen member).

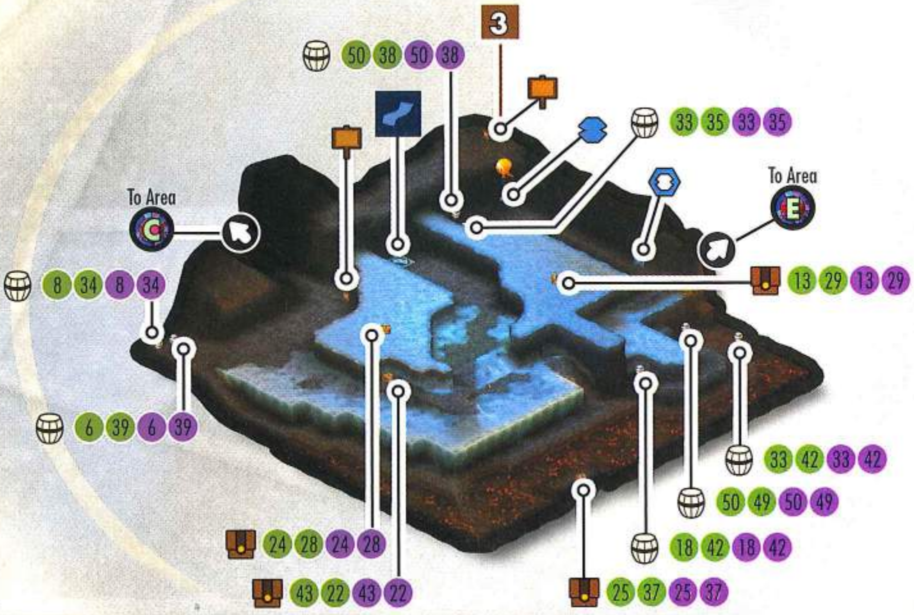
AREA D

When you first arrive, note the moogle sign warning you about being frozen if you step on the ice terrain. Again, you'll find a lot of treasure stashed in this area, but much of it is placed in tricky spots surrounded by ice or lava.

Step 3: Pop the Balloon to Get the Key

In the high northern corner of the area, a big yellow balloon hovers in midair with a key tied beneath it. Gnash must shoot the balloon to pop it and let the key fall, but he can hit the target only from the high cliff behind the balloon.

There are two ways to get atop the cliff: Meeth can use a Lilty's pot on the blue pot tile (see our map) to levitate up the cliff, or Gnash can double-jump up the cliff from the narrow strip of ice that separates the pot tile and the balloon/key. (Jump fast so you don't freeze!) Once Gnash shoots the balloon, it bursts, freeing the key. Jump down to grab the key and carry it down to the keyhole stand. Place the key in the stand to open the door to Area **E**.


3
50 38 50 38
33 35 33 35
To Area C
To Area E
8 34 8 34
13 29 13 29
6 39 6 39
33 42 33 42
50 49 50 49
24 28 24 28
18 42 18 42
43 22 43 22
25 37 25 37

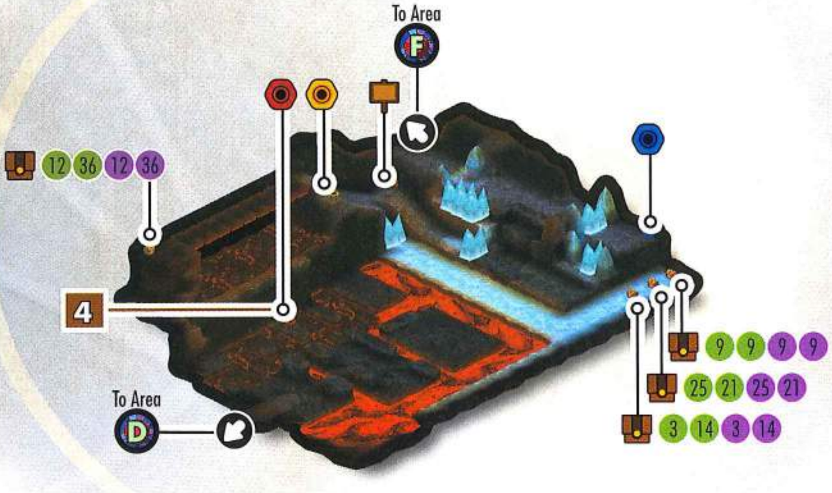
HP 149/233
SP 329/329

HP 197/238
SP 185/335

HP 182/349
SP 236/236

AREA E

Here's another area with some nice treasure (including an ATK Boost in a chest over in the eastern corner) stashed in forbidding locations.


To Area F
12 36 12 36
4
9 9 9 9
25 21 25 21
To Area D
3 14 3 14

Melt the Icy Spikes

A moogle sign in Area **E** reports that the ice formations of Kilanda Isle damage you if you touch them. But you can shatter the spiky ice with weapon attacks or melt it with Fire spells.

175/238
305/335

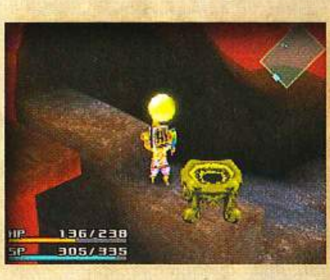
251
6
175/238
305/335

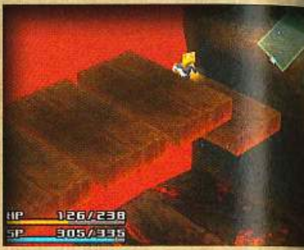
HP 182/349
SP 236/236

Step 4: Put Magicites on the Three Magicite Stands

Overall, your goal is to dissolve the three-layer barrier blocking the passage to Area **F** up in the northern corner of the map. Each layer (red, yellow, and blue) of the barrier is tied to one of the thre magicite stands in the area. You must put a matching-color magicit orb in each magicite stand to dissolve the barrier of that color.

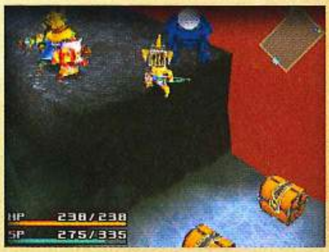
The red magicite stand is on the lower level of the area, near wher you enter: it sits on a small rock platform, surrounded by lava. Hop to it carefully and place a Fire Magicite on top. A short event shows the red layer of the barrier dissolving.

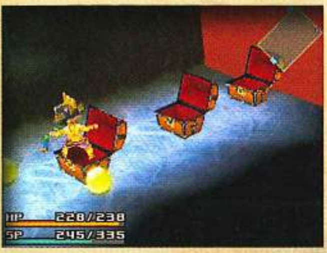




The yellow magicite stand is up on the next level. Cross the river of ice and follow the path past the moogle sign to put a Thunder Magicite in the stand. You see the yellow layer of the barrier dissipate.

Before you move on to the blue magicite stand, see the sectioned bridge to the left of the yellow magicite stand? It leads over a lava lake to a treasure chest in the map's corner. Warning: each one of the bridge's sections falls the moment you step on it, so hop across the bridge quickly without stopping. (Another way to reach the chest is to have Gnash double-jump up from beneath it on the other side.)





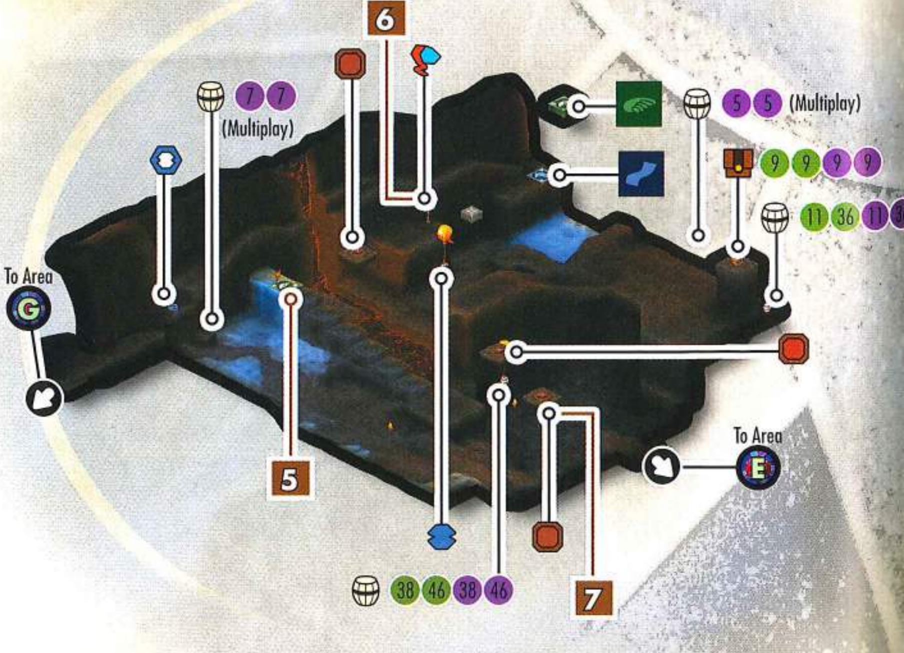
The third magicite stand, the blue one, is down in the far right corner of the map, hidden behind ice formations. Just smash or shoot your way through the ice and put a Blizz. Magicite in the blu stand to open the final barrier to Area **F**. Before you go, drop Gnas down below the blue magicite stand to raid the three chests in a row. Don't linger on the ice! One way to avoid freezing is to drop down directly on top of a chest, then hop from chest to chest as you open them.

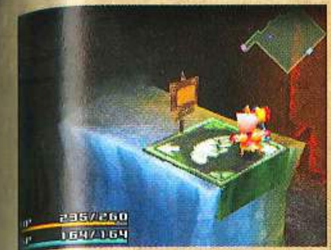
AREA F

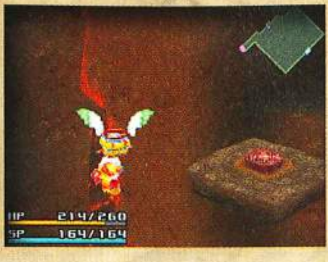
Your first inclination on entering here is to hop on the floor switch and bust the balloon right in front of you, but let's solve this area's puzzle in a more logical order. For now, climb the hill to the left of the switch.

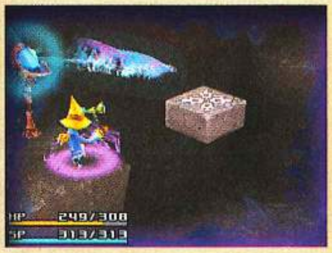
Step 5: Use the Green Pot Tile to Fly

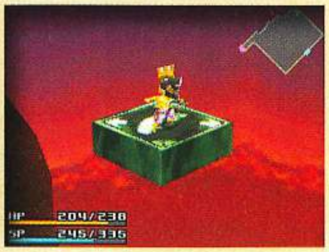
Follow the yellow arrows and jump quickly up the series of block steps. (Each step sinks slowly when you stand on it, but rises again when you hop off.) At the top, a Bomb attacks. Defeat the creature to make a green Lilty's pot tile appear. This tile has a picture of a wing etched on it.











Read the moogle sign to get instructions and see the switch platform across the gap. Have Meeth create a Lilty's pot on the tile; when the pot glows and sprouts wings, grab the pot, then jump up and steer across the gap to land on the switch platform. Once you're on the platform, hop onto the switch to depress it and get the platform moving up and down. When this moving platform is at its highest point, jump up to the right onto the plateau with the mage's needle.

Step 6: Use the Magic Thread to Make Platforms Appear

Send Al to the mage's needle and use his tribe ability to create a floating platform further to the right. Use this newly created platform to hop across the gap to the blue pot tile. Press L to bring everybody else over.

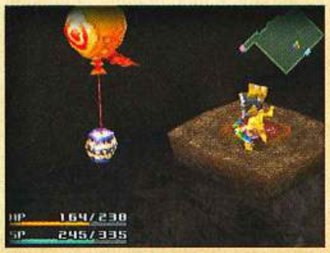
Now have Meeth create a levitating Lilty's pot, but then quickly switch control to Gnash and have him jump on top of the pot. Ride the rising pot up to the floating green pot tile; when the levitating pot starts to flicker, have Gnash double-jump up onto the green tile.

Press L to bring everybody else up onto the floating green tile. Then have Meeth create a winged Lilty's pot and use that to float down to the lower right to the pillar-like platform in the corner with the treasure chest. This chest holds two ATK Boost items.

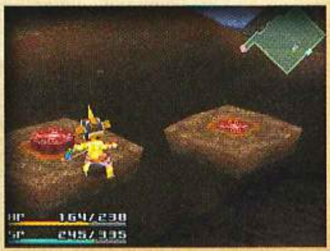
Flight Tips

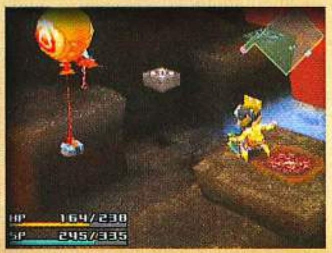
The flight from the green pot tile down to the treasure in the corner is a tough one; it may take you a few tries. Try leaving Meeth on the green pot tile after she creates the winged pot and switch control to another party member for the flight down. If that member misses the target pillar, Meeth is already on the green pot tile to create another winged pot for the next try.

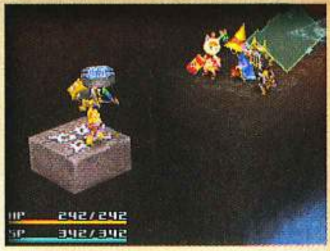
Step 7: Pop the Balloons for the Key

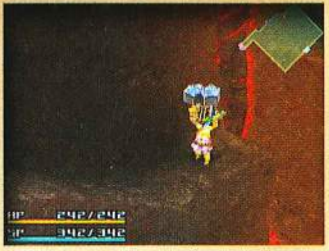


Now go back down to where you entered from Area **E**, where the arrow is pointing up. Hop Gnash onto the platform with the switch and press the switch to start moving up and down. When you reach the balloon's level, fire arrows to pop the balloon. The barrel hanging below the balloon drops. Bust it open and nab the item inside.









Now have Gnash double-jump from the first platform to the left onto a second platform with a switch. When he presses this switch, the second platform starts moving up and down too. This raises him up to the level of the second balloon. Shoot arrows to pop the second balloon. The key dangling beneath it drops onto a plateau. Then have Gnash double-jump over to the plateau and get the key.

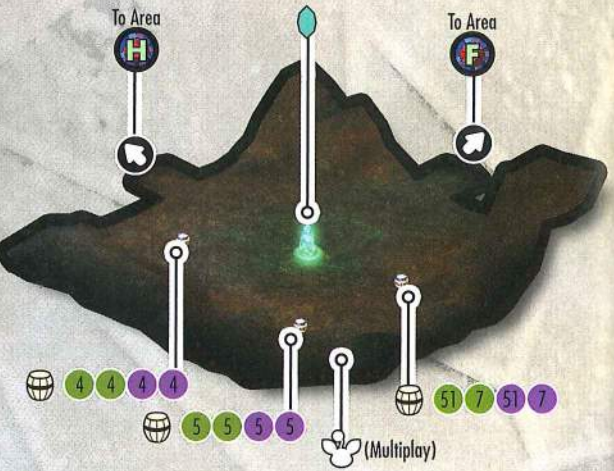
Carry the key over to the rising/falling platform next to the lava falls (the platform you started up in **Step 5**) and ride up. Hop off and go past the mage's needle again, jumping across via the floating block to the far side. Turn left at the blue pot tile and follow the narrow path. (You still have the key, don't you?) Hop over the lava falls to the continuation of the path, then proceed to the keyhole stand.

Place the key in the keyhole to open the wall below you, and then proceed through the new opening into Area **G**.

AREA G

Whew! Heal up, save your game, and raid the three barrels. Then move on through the other passage into Area **H**.

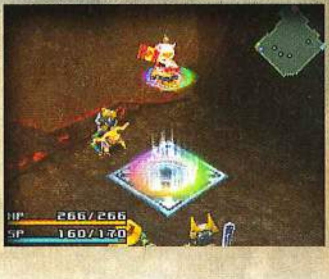
HP 356/356
SP 242/242

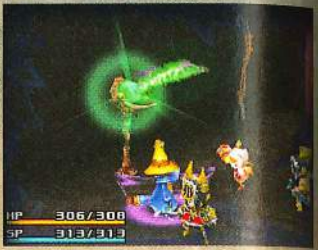

To Area H
To Area F
4 4 4 4
5 5 5 5
51 7 51 7
(Multiplay)

AREA H

Step 8: Defeat All Enemies to Spawn a Blue Pot Tile

Fight your way across the lowest level. Once you eliminate all monsters on this level, you trigger the appearance of a blue pot tile here, at the end opposite where you entered from Area **G**. Use Meeth to make a levitating pot, hop aboard and ride up, then leap off to the next level.


HP 266/266
SP 160/170


HP 306/308
SP 313/313

Step 9: Defeat All Enemies to Spawn a Mage's Needle

Fight your way across the second level. Defeat all monsters on this level to trigger the appearance of a mage's needle. Position Al near the device and activate his tribe ability to see the vine outlined on the right side, then drag a magic thread to make the vine materialize. Climb the vine up to the third level.

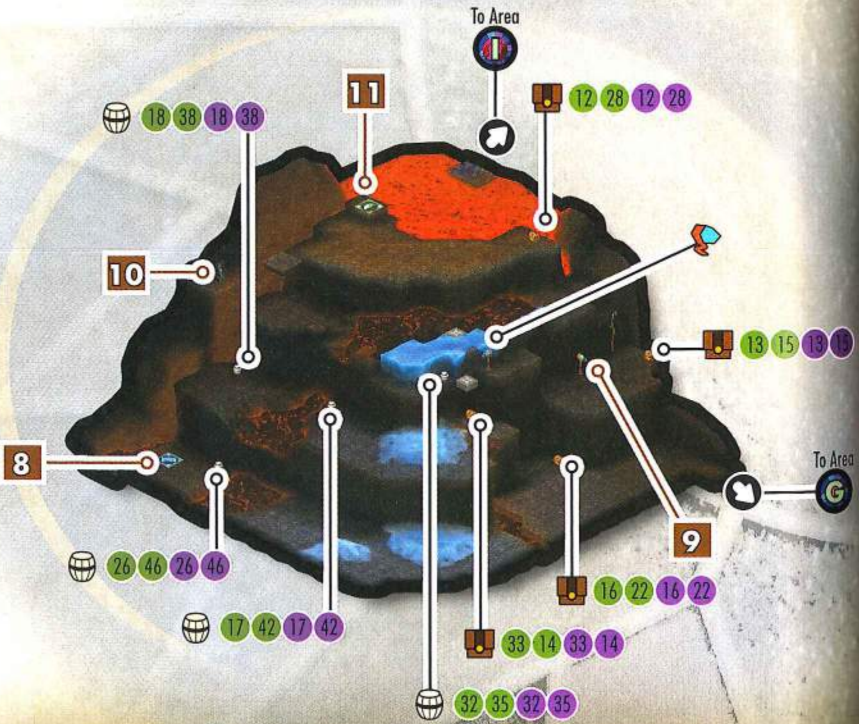
Note that you can find another mage's needle on the third level and use it to create a pair of additional platforms that make it easier to move over the ice and lava. Make use of these if you want to proceed safely.

Step 10: Defeat All Enemies to Create a Target

Defeat all monsters on the third level to trigger the appearance of a target at this location. Have Gnash fire arrows at the target to activate a platform on the right, moving up and down. Hop aboard and ride the platform to the top level.

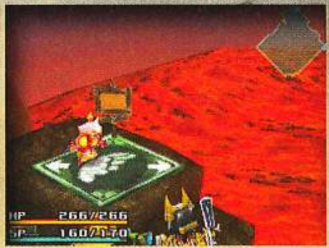
Step 11: Defeat All Enemies to Create a Green Pot Tile

Defeat all monsters on the top floor to make a green pot tile appear here. Read the moogle sign to see your target across the lava. Have Meeth create a winged pot on the tile, pick it up, and then jump and steer to the swirling portal that takes you to the bosses in Area **I**.


To Area I
11
12 28 12 28
18 38 18 38
10
13 15 13 15
8
To Area G
9
26 46 26 46
16 22 16 22
17 42 17 42
33 14 33 14
32 35 32 35

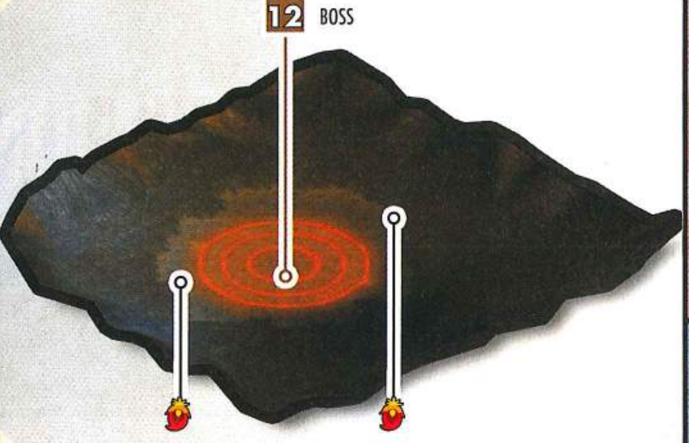
HP 302/308
SP 313/313

HP 242/242
SP 342/342


HP 266/266
SP 160/170

Bad vibes beyond this point, kupo.
Brace yourselves, kupo.

AREA H



Step 12: Defeat the Dragon Rider and His Dragon

You arrive in a simple circular arena. Get ready for the toughest boss battle yet—a two-for-one special.

BOSS ENCOUNTER

DRAGON RIDER

That's right, this boss battle is actually two boss battles in one—you fight the Dragon Rider *and* his Dragon. The Rider's weak point is the red crystal around his neck, but you can't reach it while he's riding the Dragon. Start by dealing damage to the Dragon; the Rider eventually falls off. When he's on foot you can easily attack his crystal. Freeze him with a Blizzard spell or two to get in extra chain attacks. Be aware that the Rider can remount his Dragon. If he does so, knock him off again!

20
53
Resist
HP 311/356
SP 242/242

DRAGON

This beast creates shockwaves as he walks. If they hit you, you can be dazed and left defenseless, so try to cast Blizzard before the waves hit. The Dragon's weak point is the red crystal on the tip of his tail, so freeze him with Blizzard and work your way behind him for attacks whenever possible. If you make Blizzard Al's default spell and then take control of Yuri and his powerful sword, you can dispatch the big lizard fairly quickly. Once the Dragon receives a certain amount of damage, it falls over for a few moments, giving you a chance to deal out some major punishment.

32
40
29
HP 147/356
SP 242/242

HP 311/356
SP 242/242

PLAYTHROUGH	DROP ITEMS
1st	Dark Crystal, Silver Lt. Armor, Anti-fire Armor, Executioner Mask, Dragonish Helm, Anti-heat Helmet, Victorious Weapon, Angel's Weapon, Iron, Lizard Scale, Dragon Scale, 300 gil
2nd	Cursed Weapon, Feudal Lord Helm, Cosmic Hair Tie, Wild Thing Helm, Combat Armor, Activewear, Dark Crystal, Orichalcum, Meteorite, Silver, Steel, Dark Orb, Executioner Mask, Dragon Horn, Dragon Scale, 130 gil

AFTER THE BOSS FIGHT

Defeating the Rider and Dragon triggers a hellish earthquake that flings the entire party directly into a mysterious realm, one simply referred to as "???"...

PART THREE: "REUNION WITH THE PAST"

???/Shadowland

HP 356/356
SP 242/242

Could this be, as Al suggests, "the fabled realm of the dead"...the place where souls dwell? The only way out is to go deeper into the shadowy dominion...and face whatever dark surprises lie ahead.

ICE FLAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	308	1438	2538
EXP	370	1120	1760

SISTER BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	930	2316	3516
EXP	350	1024	1456

SKELETON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	523	1979	3279
EXP	340	1040	1440

DARK SAHAGIN

	PLAYTHROUGH		
	1ST	2ND	
HP	584	1980	
EXP	380	1160	

DARK TON TON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	4250	7875	9375
EXP	450	1360	2720

RARE

DARK SKELETON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1058	2675	3975
EXP	450	1288	1840

DARK BAT

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	302	1041	1841
EXP	350	960	1440

BAT

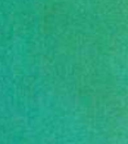
	PLAYTHROUGH		
	1ST	2ND	
HP	286	1157	
EXP	330	880	

???

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5000	9000	10500
EXP	750	1840	3680

BOSS

LICH



	PLAYTHROUGH		
	1ST	2ND	3RD
HP	4690	8535	10035
EXP	800	1920	3840

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MU
1	Cure Magicite	100	Clear Magicite	100	-	-	-	-	B	-	B	-	*
2	Cure Magicite	100	Raise Magicite	100	-	-	-	-	B	-	B	-	*
3	Cure Magicite	100	Cure Magicite	100	-	-	-	-	A	A	A	A	*
4	Raise Magicite	100	Raise Magicite	100	-	-	-	-	A	A	A	A	*
5	Clear Magicite	100	Clear Magicite	100	-	-	-	-	A	A	A	A	*
6	Cure Pocket	100	Cure Magicite	100	-	-	-	-	D	D	-	-	
7	Master's Weapon	100	-	-	-	-	-	-	F	-	F	-	
8	Silver Weapon	100	-	-	-	-	-	-	-	-	D	-	
9	Underworld Wpn.	100	-	-	-	-	-	-	-	C	-	C	
10	Conqueror Wpn.	100	-	-	-	-	-	-	-	F	-	F	
11	Dragonish Helm	25	Anti-heat Helmet	25	Anti-cold Helmet	25	Samurai Helmet	25	B	-	B	-	
12	Skeletal Mask	50	Floral Hair Tie	50	-	-	-	-	C	-	C	-	
13	Samurai Helmet	50	Floral Hair Tie	50	-	-	-	-	D	-	D	-	
14	Robber's Uniform	50	Comfy Clothes	50	-	-	-	-	C	-	C	-	
15	Samurai Armor	50	Comfy Clothes	50	-	-	-	-	F	-	F	-	
16	Mythril Armor	100	-	-	-	-	-	-	-	F	-	F	
17	Sneaky Garb	100	-	-	-	-	-	-	-	C	-	C	
18	Band of Rebirth	70	Band of Abilities	30	-	-	-	-	B	-	B	-	
19	Vexing Card	50	Cursed Card	50	-	-	-	-	C	-	C	-	
20	Engraved Band	33	Good Luck Band	34	Spiritual Band	33	-	-	-	B	-	B	
21	Soft Cloth	50	Smooth Cloth	50	Miracle Cloth	50	65 gil	100	-	B	-	B	
22	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	D	-	D	
23	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	B	-	B	
24	Ruby	33	Sapphire	34	Citrine	33	-	-	-	D	-	D	
25	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
26	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	C	-	C	
27	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	C	B	C	B	
28	Diamond Shard	80	Diamond	10	Abyssian	15	65 gil	100	-	-	-	D	

*1: Gain one additional Cure Magicite
*2: Gain one additional item

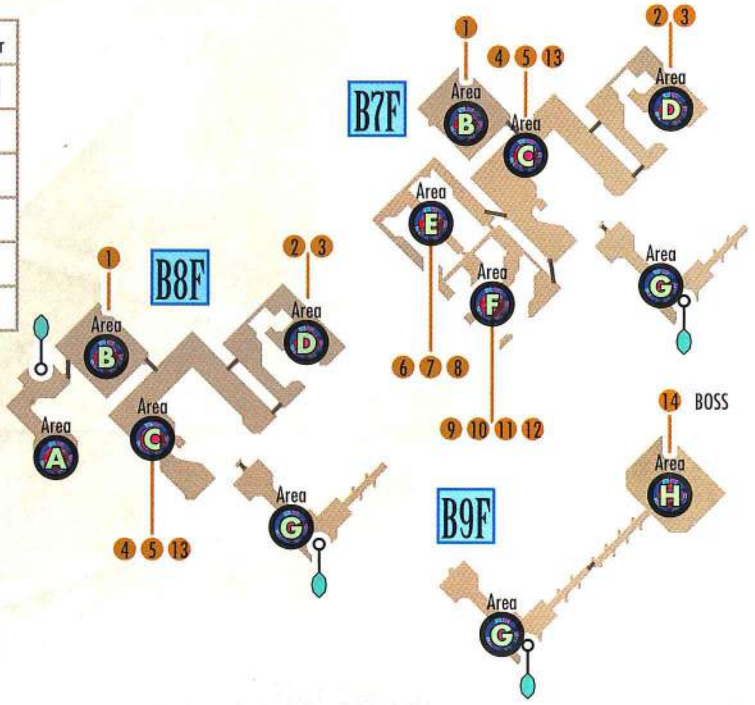
OVERVIEW: ???/SHADOWLAND

This land features "dark enemies"—that is, nearly invisible beings with ghostlike bodies that can't be easily damaged. These foes are transparent with a glowing red core. You must cast Cure, Clear, or Raise to make them corporeal, then you can damage them as normal.

The central chamber, Area **C**, *serves as the nexus of the realm. Your ultimate goal is to light all of the magic candles there to complete the high bridge that leads ultimately to the boss. Solve the puzzles in Areas* **D**, **E**, *and* **F** *to get to the highest candle.*

MAPS: ???/Shadowland

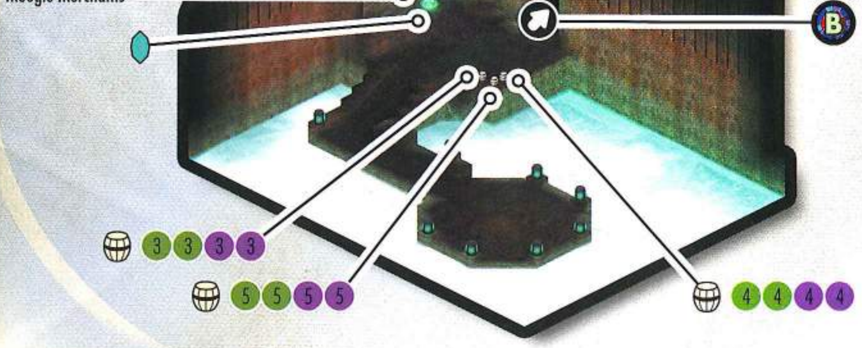
MAP KEY			
		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down


B7F
1
2 3
4 5 13
Area B
Area C
Area D
Area E
Area F
Area G
6 7 8
9 10 11 12
B8F
1
2 3
Area B
Area D
Area A
Area C
Area G
4 5 13
B9F
14 BOSS
Area H
Area G

AREA A

Start by saving your game to lock in your victory over the last boss. Upgrade your equipment and stock up on magic goods from the line of moogle merchants next to the Crystal. (We recommend adding more Blizzard and Cure pockets.) Once you're set, continue into Area **B**.

HP 356/356
SP 242/242


Moogle Merchants
To Area B
3 3 3 3
5 5 5 5
4 4 4 4

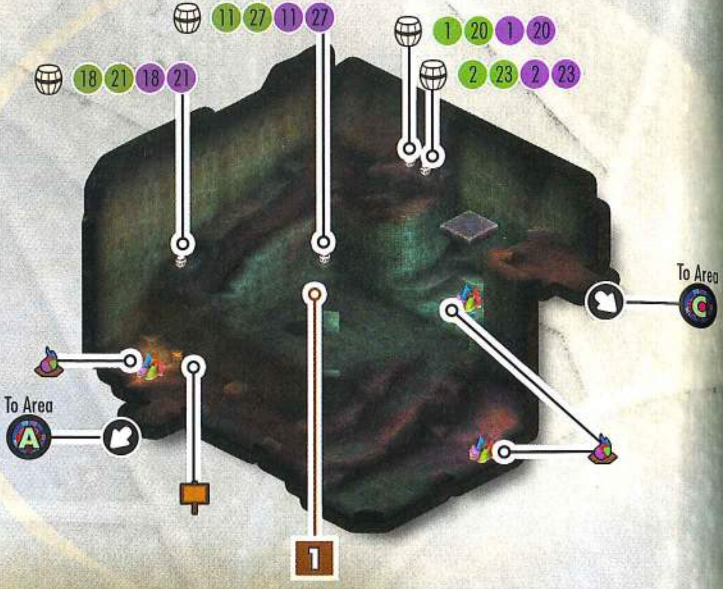
AREA B

Step 1: Defeat All Enemies to Raise a Platform

This area has some good treasure and several Elemental Springs where Meeth can collect elements for alchemy. You also face your first invisible monsters. Set Clear, Cure, or Raise as your default magic. When you see the distinctive red glow that indicates the presence of a "dark enemy," immediately cast one of your restorative spells on it. Once the dark monster becomes visible, you can attack it normally.

Defeat all enemies in the center area to trigger the appearance of a platform. Climb the ramp that begins in the western corner, near the entrance. Follow that ramp around to the new platform and use it to hop over to the Area **C** exit.

Note: to get to the next two steps of our walkthrough you must pass through Area **C** and enter Area **D**.


11 27 11 27
1 20 1 20
18 21 18 21
2 23 2 23
To Area C
To Area A
1

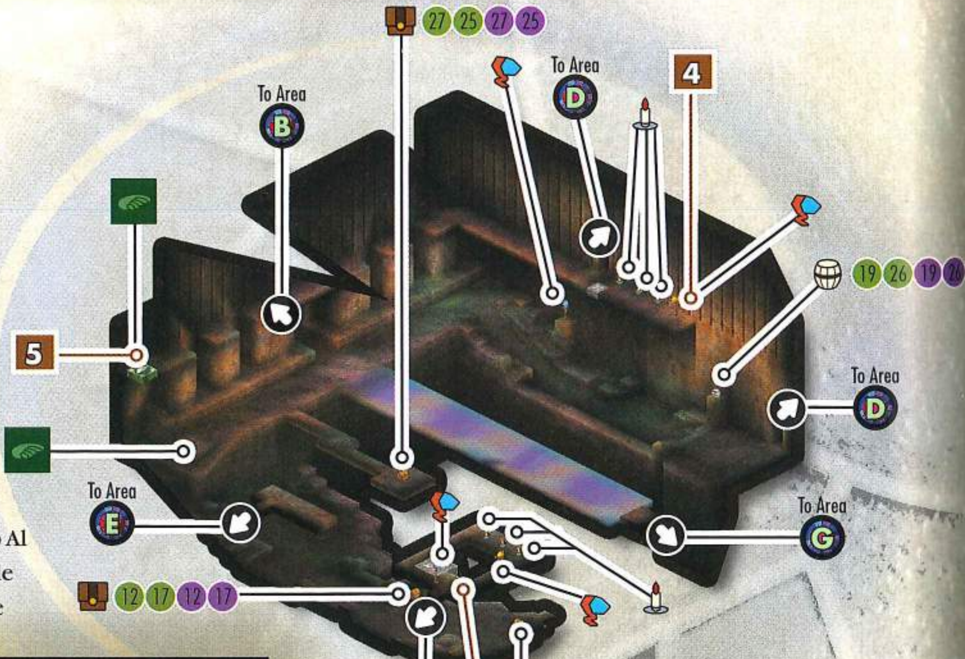
HP 282/282
SP 242/242

HP 236/282
SP 242/242

HP 252/252
SP 357/357

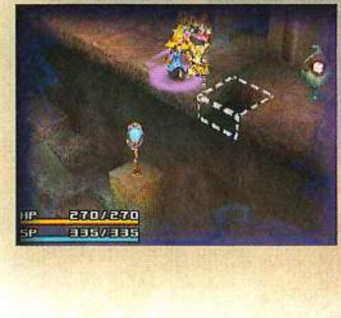
AREA C

The first time you enter this area, head northeast and proceed around the lower level to the Area **D** exit (the lower one of two) in the far right corner. You must complete **Steps 2 and 3** in Area **D** before you come back here to continue. Be careful en route, though: watch out for dark enemies!

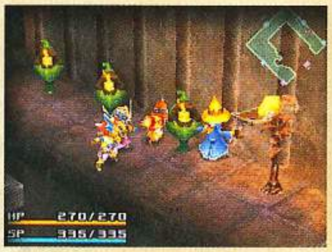

27 25 27 25
To Area B
To Area D
4
19 26 19 26
5
To Area D
(1st Playthrough only)
To Area E
To Area G
12 17 12 17
14 9 14 9
To Area F
13

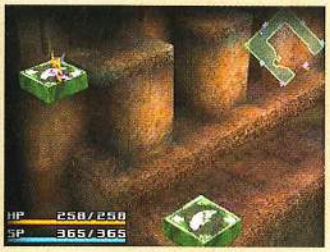
Step 4: Make Platforms with the Mage's Needles

You emerge on a narrow walkway. Switch to Al and step to the edge to see the mage's needle down below. Use Al's tribe ability to spot the block outlined in the square notch on the walkway, then drag up a magic thread to create the block, which starts moving up and down. Now you have an easy way back up to the walkway if you fall to the lower level.


HP 270/270
SP 335/335

Move Al down the walkway past three magic candles to another mage's needle. Use it to light the candles—it's tricky, because you must hit all three candles *quickly* in one swipe of magic thread or else they won't light. When the candles ignite, the central bridge leading to Area **G** extends halfway across the room. You're halfway to the boss! Go on to **Step 5**.

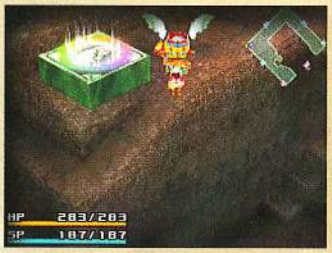


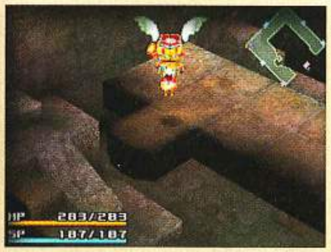


Step 5: Use the Pot Tiles to Reach the Exit

Follow the high, narrow walkway around to the left, jumping over the gaps (Gnash is best at this) until you reach the green Lilty's pot tile at the end. The view pulls back to show you a second green tile at the bottom of the screen.

Have Meeth make a winged pot on the first green pot tile, then have her use it to float over to the second green tile. There, have Meeth set down the pot to make it winged again. Pick it up and fly over to the platform with the exit to Area **E**. Now go to the Area **E** walkthrough for **Steps 6, 7, and 8**.

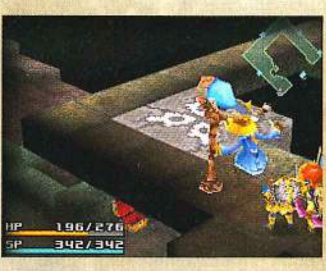


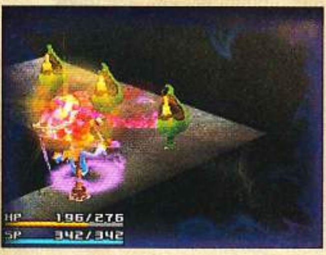


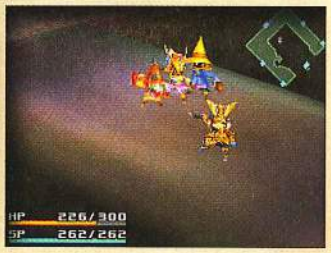
Step 13: Use the Mage's Needle to Light the Magic Candles

Enter from Area **F** and have Al use the nearby blue mage's needle to create a platform that moves up and down.

Next, use the yellow mage's needle to light the three magic candles further in—but because these candles go out almost immediately after they're lit, you must *light them all in a single swipe* by quickly sliding the stylus (or your finger) from the mage's needle through all three candles.

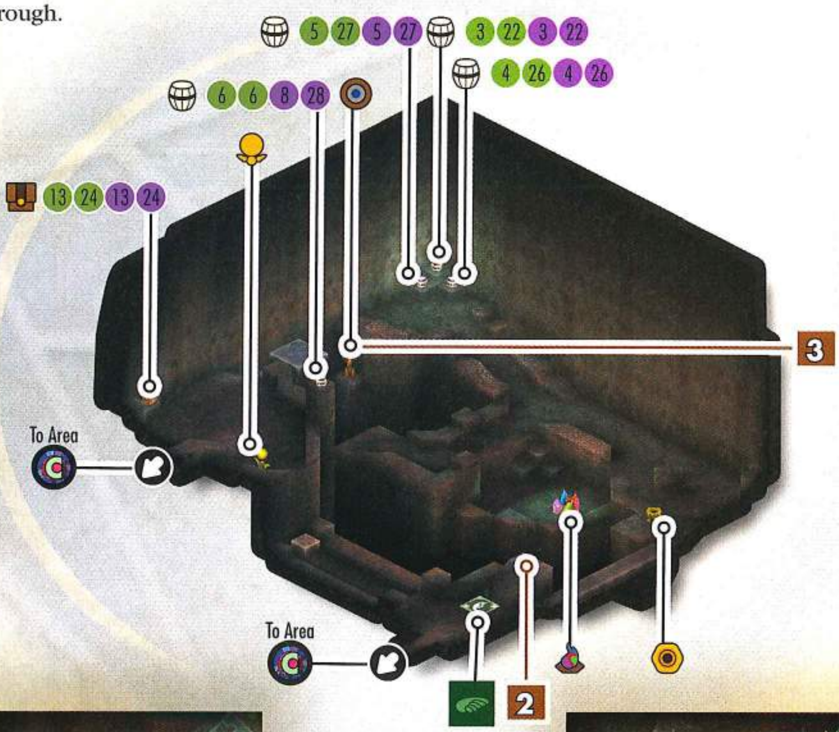






Once you have all three candles lit, the bridge in the center of the area becomes fully extended, so drop down and proceed at last into Area **G**. Now go to the Area **G** section of this walkthrough.

AREA D

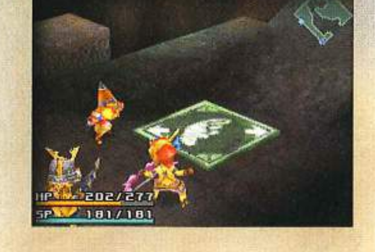


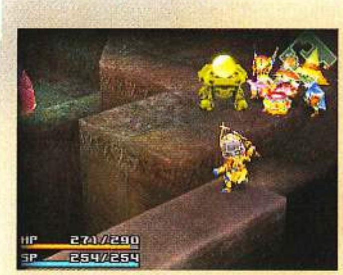
Step 2: Use the Pot Tile to Cross the Chasm

The first thing you see is a green pot tile. Have Meeth use it to create a winged pot, then pick it up and jump to float across the gap; your landing target is the platform on the right side of the area. When you arrive, place a Thunder Magicite on the yellow magicite stand to erect a bridge that spans the chasm you just crossed.

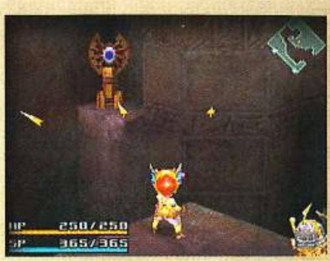
Step 3: Hit the Target

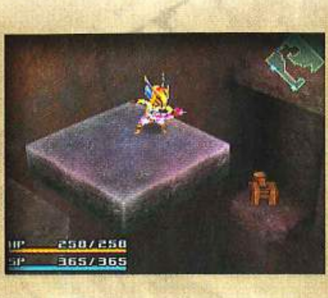
Move along the back wall, but turn left at the T-intersection just before you reach the ascending ramp. Fight your way to the ledge at the end of this path, then switch to Gnash. See the blue target in the alcove across the chasm? Fire arrows at it to create a platform above it.

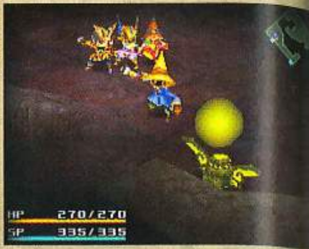




Now go back and climb the ramp to plunder the three white barrels in the corner. Have Gnash double-jump to the new platform and quickly leap across to the far side as another invisible monster attacks; press L to bring the party over and battle the dark beast.







Proceed to the exit by walking up the narrow ramp that looks like a ledge: it leads back to Area **C** and **Steps 4 and 5** of our walkthrough. But before you use this exit, cast Thunder on the yellow magic switch to activate the elevator platform, and also look for the white barrel atop the nearby pillar.

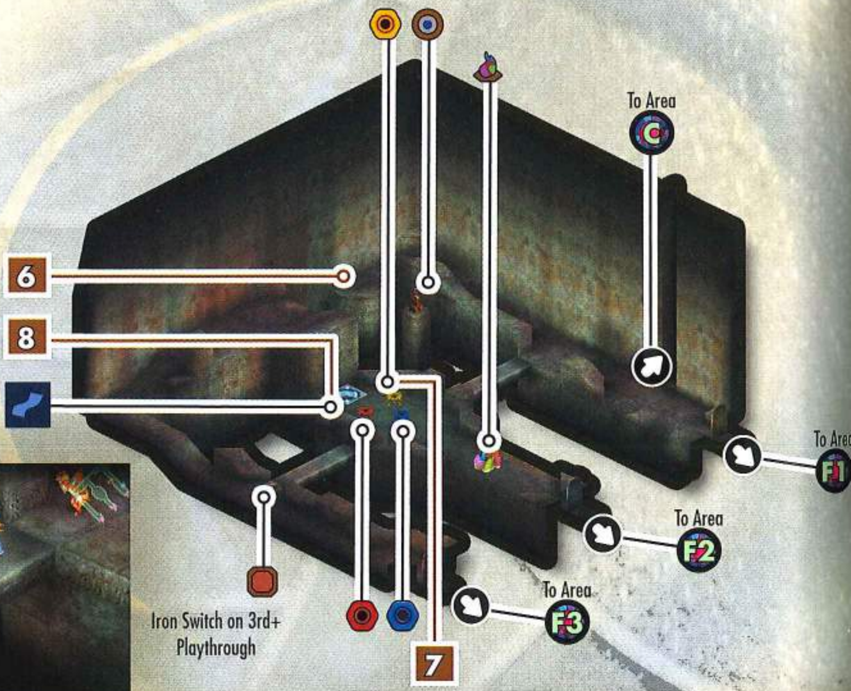
Cure Pockets

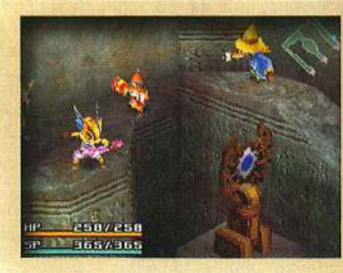
The white barrel atop the tall pillar (near the yellow magic switch) holds not one but *two* Cure Pockets! Double-jump Gnash up onto the pillar and have him push the barrel down onto the platform, then bust it open and snare the pockets. (This is a one-time-only prize.)

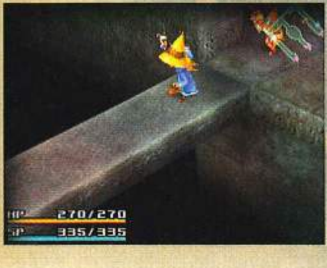
AREA E

Step 6: Hit the Target

When you enter from Area **C**, follow the wall up to the left and around to a ledge. Use Gnash to shoot the blue target across the chasm to activate a bridge. Backtrack around and take the new bridge across to the central platform. Careful! Many enemies, including an invisible one, await your arrival on the central platform.

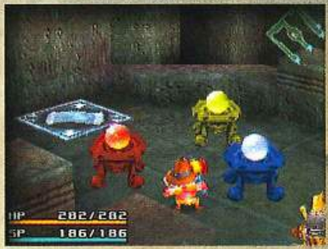


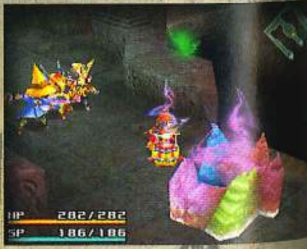




Step 7: Place the Corresponding Magicites on the Magicite Stands

Once you clear the area of nasty vermin, put a Thunder Magicite in the yellow stand, a Blizz. Magicite in the blue stand, and a Fire Magicite in the red stand. Each placement opens one of the three gates to Area **F**. Before you move to the next step, you might want Meeth to alchemically cook up a new batch of magicites using the nearby Elemental Spring.





Step 8: Use the Pot Tile to Levitate to the Next Level

Have Meeth make a Lilty's pot on the blue pot tile and ride it up to the next level. Move around to the left, following the narrow walkway the floor switch. Jump on the switch and a bridge appears, linking the left side to the center platform. Cross both bridges over to the right side of the room.

Now you will visit Area **F** three times, once through each of the three exits (see F1, F2, and F3 on our map):

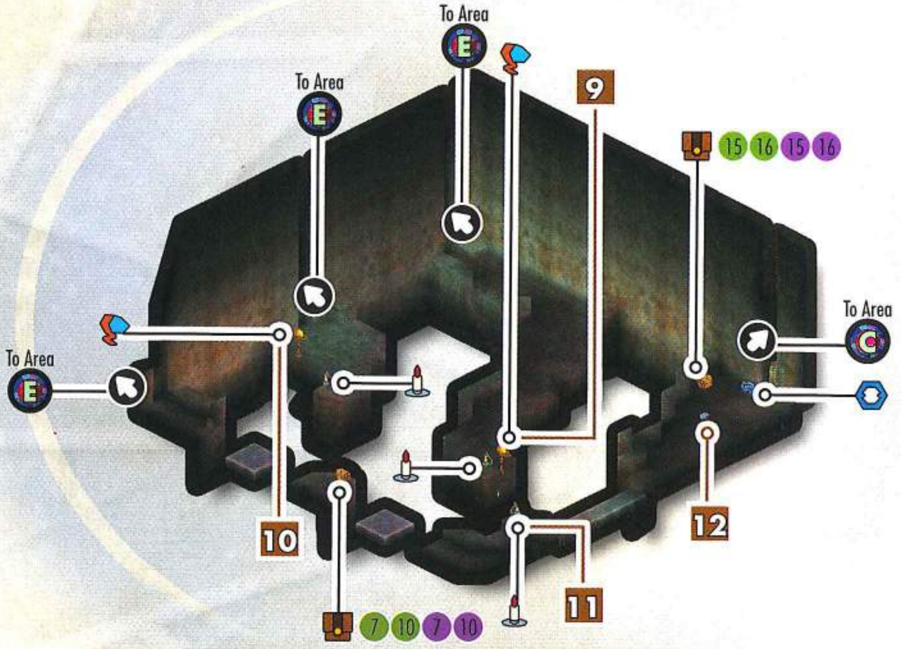
- First go into Area **F** via exit F1 (the yellow door) to complete **Step 9**, then return the same way to Area **E**.
- Second, proceed into Area **F** via exit F2 (the blue door) to complete **Step 10,** then return to Area **E**.
- And third, enter Area **F** via exit F3 (the red door) to execute **Step 11**.

HP 282/282
SP 186/186

HP 252/296
SP 258/258

Warning: each time you re-enter Area **E**, all previous enemies will reappear. Be particularly careful as you pass through the central platform where the three magicite stands are located: multiple foes, including invisible enemies, will ambush you there. See the following section for Steps 9-12.

AREA F



Step 9: Light the Magic Candle

Enter via the yellow door from Area **E** and follow the walkway to the mage's needle. Be ready for dark foes en route! Have restorative spells ready to cast on them. Then use Al to light the magic candle with a magic thread from the mage's needle, which raises a platform near the left wall. Return to Area **E** through the yellow door. (Remember to watch out for the ambush on the central platform back in Area **E**!)

Step 10: Light the Magic Candle

Enter via the blue door from Area **E** and follow the walkway to the mage's needle. Have Al light the magic candle again to raise another platform, then return through the blue door to Area **E**. Again, watch out for tough foes on your return.

Step 11: Light the Magic Candle

Enter via the red door from Area **E** and hop across the two platforms you created in Steps 9 and 10 to reach the next magic candle. To light this candle, pull the fire from the mage's needle across the gap. (It's the same one that you used back in **Step 9**.) This can be tricky; you may need to reposition Al a few times until it works. When the candle is lit, a bridge appears.

Step 12: Defeat All Enemies to Gain the Key

When you defeat all of the foes in this area, a key appears. Use it in the nearby key stand to open a new passage into the central chamber, Area **C**. For **Step 13**, go back to the Area **C** walkthrough section.

HP 270/270
SP 335/335

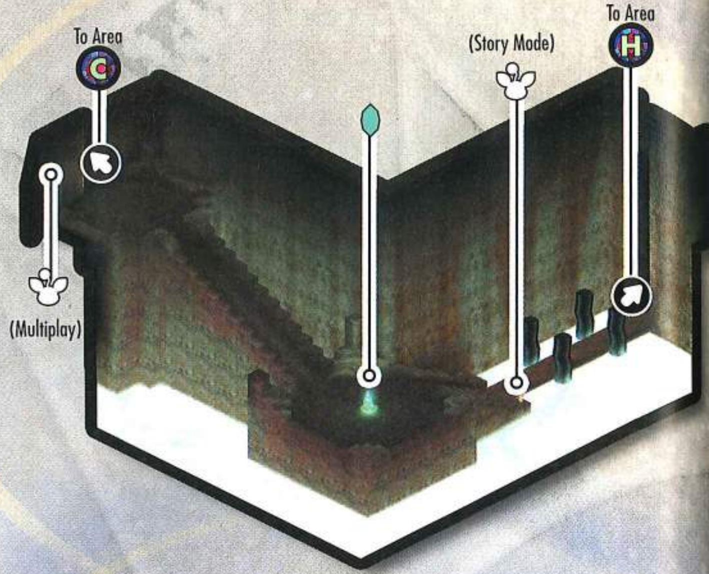
HP 238/296
SP 258/258

HP 276/276
SP 342/342

HP 261/261
SP 371/371

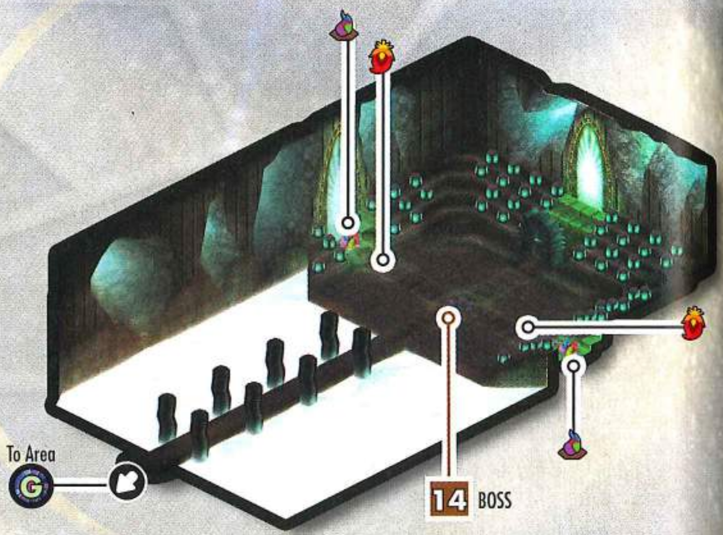
AREA G

Go downstairs to heal and save your game at the Crystal. Talk to the nearby moogle for another Moogle Stamp, then continue along the walkway into Area **H**. Be ready for a tough boss battle!



AREA H

Move down the walkway to trigger a meeting with an odd creature who seems to be the spokesman for the realm of the dead. But then someone else makes an appearance, corrupted by the power of the red crystal.



Step 14: Beat the Bosses

This battle consists of two consecutive fights. First you take on ??? and then you fight the Lich (the Alhanalem impersonator). When ???'s HP gets low, you proceed to the second fight.

BOSS ENCOUNTER

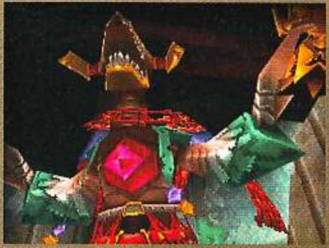
???

This boss has no crystal weak point, so it doesn't matter which part of his body you attack. However, he is adept at guarding against attacks from the front, so try to hit him from behind if possible. Doing this lets you deal reliable damage, and it means his counterattacks can't hit you.

Note also that the boss targets only your leader (*i.e.*, the character you control), so use Gnash to lure him around and fire arrows back from safe range. When the boss gets close, just double-jump away. Keep your distance! As ??? gives chase to Gnash, try switching quickly back to Yuri to get in some heavy melee blows from behind.

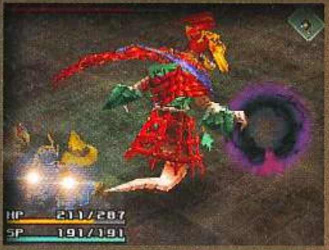
LICH

The Lich's body is transparent at first, so immediately hit her with Cure or Clear magic to make her visible. Then take control of Yuri and guide him in close for melee combat, using 3- or 4-chain attacks and jump attacks. The third and fourth hits of the attack chain stand a good chance of hitting the Lich's vulnerable spot, the red crystal on her chest.



160
HP 168/287
SP 191/191

Beware the Lich's Doom status effect, however! If the Lich hits a party member with it, it starts a death countdown. Cast Clear on any afflicted party members as soon as possible! Watch for a black vortex in front of the boss—that's the sign that Doom is coming. When you see the vortex, hustle around behind the Lich or get far away to avoid it.



PLAYTHROUGH	DROP ITEMS
1st	Silver Weapon, Master's Weapon, Comfy Clothes, Red Ritual Garb, Steel Cloth, Garnet, Steel, Old Hellish Iron, Gold, Silver, 500 gil
2nd	Underworld Wpn., Conqueror Wpn., Top Mythril Hat, Sneaky Headwear, Mythril Armor, Sneaky Garb, Dark Crystal, Orichalcum, Meteorite, Abyssian, Diamond, Dark Orb, Black Dust, Old Hellish Iron, Bloodied Rag, 100 gil

AFTER THE BOSS FIGHT

Once you finish both boss battles, the Lord of the Dead reappears and your party is automatically transported to Rela Cyel's past.

PART THREE: "THE FALL OF RELA CYEL"

Rela Cyel (Past)

In order to soothe Latov's wounded spirit, Yuri and Chelinka must venture into his memories of the past. The Lord of the Dead sends them back in time to Rela Cyel on the day of its cataclysmic tragedy. There, they also see a vision of their mother, Aleria, in her younger days.

Sir Latov!
I'm coming with you!

IKAROS MU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	636	1636	2636
EXP	450	1208	1320

HAMMER GOBLIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1056	2672	3972
EXP	520	1288	1680

SAHAGIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	763	2203	3453
EXP	490	1200	1640

SISTER BOMB

	PLAYTHROUGH		
	1ST	2ND	3
HP	954	2344	35
EXP	460	1120	14

SPIN SPINE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	537	1690	2790
EXP	500	1080	1520

DAEDALUS

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1852	4278	5778
EXP	600	1656	2000

DAEDALUS

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5005	9007	10507
EXP	600	1680	3360

RARE

COELACANTH

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5250	9375	10875
EXP	900	2240	4480

BOSS

LICH

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5370	9555	11055
EXP	1000	2320	4640

BOSS

LICH LEFT HAND

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	500	1500	2500
EXP	40	320	640

BOSS

LICH RIGHT HAND

	PLAYTHROUGH		
	1ST	2ND	3
HP	500	1500	2
EXP	40	320	6

BO

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	
2	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	-	-	
3	Blizz. Magicite	100	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	
4	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	-	-	
5	Thunder Magicite	100	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	
6	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	-	-	
7	Cure Magicite	100	Cure Magicite	100	Cure Magicite	100	-	-	-	-	E	G	
8	Cure Magicite	100	Clear Magicite	100	-	-	-	-	-	K	-	-	
9	Raise Magicite	100	Raise Magicite	100	-	-	-	-	-	-	K	I	
10	Clear Magicite	100	Clear Magicite	100	Clear Magicite	100	-	-	-	F	-	-	
11	Potion	100	Ether	100	-	-	-	-	-	G	-	-	
12	Round Corn	33	Star Carrot	33	Gourd Potato	34	10 gil (20 gil)	100	D	-	D	-	*
13	Round Corn	33	Star Carrot	33	Gourd Potato	34	-	-	G	-	G	-	
14	Striped Apple	33	Cherry Cluster	33	Rainbow Grapes	34	10 gil (20 gil)	100	F	-	F	-	*
15	Fire Pocket	100	Blizz. Pocket	100	Thunder Pocket	100	-	-	J	J	J	J	
16	Best Bronze Helm	50	Dashing Disguise	50	-	-	-	-	-	-	-	G	
17	Sturdy Green Hat	50	Dark Kitty Hat	50	-	-	-	-	-	E	-	E	
18	Savior Suit	50	Durable Clothing	50	-	-	-	-	-	-	-	G	
19	Bronze Harness	50	Dark Kitty Cloak	50	-	-	-	-	-	G	-	G	
20	Steel Cloth	100	Miracle Cloth	100	25 gil	100	-	-	-	D	-	D	
21	Refined Iron	100	-	-	-	-	-	-	-	-	G	-	
22	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	C	-	C	
23	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	G	-	G	
24	Ruby	33	Sapphire	34	Citrine	33	-	-	-	F	-	F	
25	Emerald	33	Amethyst	34	Onyx	33	-	-	-	-	-	G	
26	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	D	-	D	
27	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	F	-	F	
28	Copper	90	Iron	90	Mythril	100	Garnet	75	-	F	-	F	

*1: Gain one additional Cure Magicite
*2: Becomes Ogre's Helm 44%, Lined Head Cover 44%, Room Service Cap 12%
*3: Chance of getting gil becomes 70%
*4: Becomes Refined Emerald 33%, Refined Amethyst 34%, Refined Onyx 33%, Refined Crystal 0%
*5: Number in ( ) signifies amount acquired during multiplay

OVERVIEW: RELA CYEL (PAST)

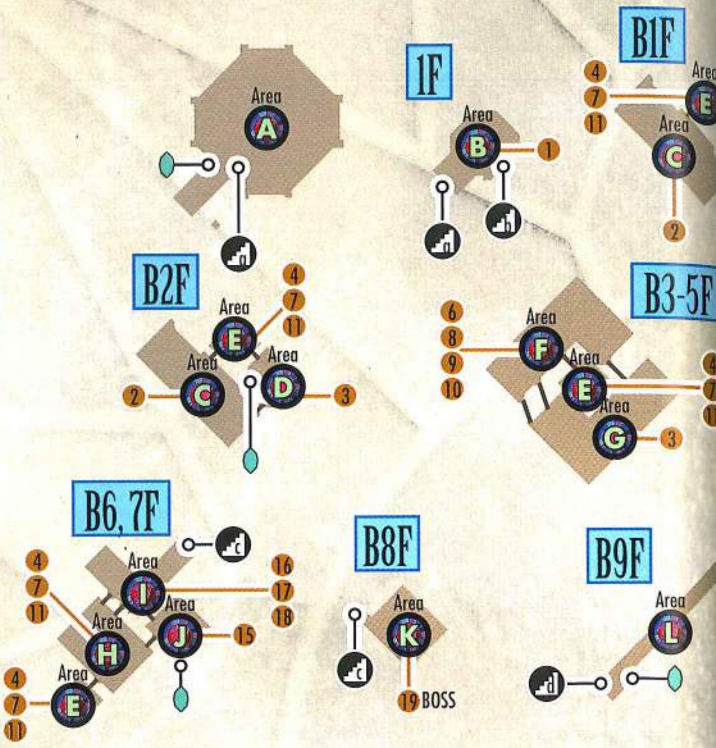
This chapter gives you background on the story of Latov and Aleria. The level itself features a lot of moving up and down and back and forth between rooms, but just be patient and follow the numbers in our walkthrough—you'll get through. The floating platform in Area **E** *(the facility's central shaft) is a water-borne elevator that travels between the subterranean floors of Rela Cyel. Just press the switch to move up and down from levels B1F to B7F.*

However, before you can travel down to each lower floor, you must find the gate-switch on your current floor—it looks like a big horizontal pillar sticking out of the wall—and push it in to lower the water level. If you return to a higher floor, the water level rises to that point, but if you want to travel back down just press the elevator switch—the water level automatically lowers again, but only down to the lowest floor on which you activated a pillar gate-switch.

Throwback Tactics

By pressing (Y), your control character can grab incoming enemy projectiles such as the Daedalus's missiles. Then, if you hit (Y) again, you can toss the projectile right back at the enemy. (If you hold the projectile too long it explodes, so throw it back quickly.) This maneuver is tricky and doesn't always work, but try it when you can't avoid the attack otherwise.

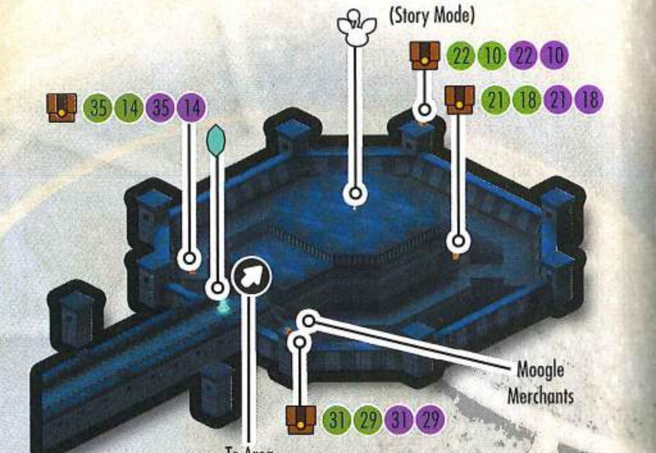
MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down


1F
Area A
Area B
1
B1F
Area E
Area C
4
7
11
2
B2F
Area E
Area C
Area D
2
3
4
7
11
B3-5F
Area F
Area E
Area G
6
8
9
10
3
B6, 7F
Area I
Area J
Area H
Area E
4
7
11
16
17
18
15
B8F
Area K
19 BOSS
B9F
Area L

AREA A

Use the Crystal to save your game. You can't return to Rebena Te Ra yet, but you can shop with the moogle merchants lined up on the staircase to the right of the facility's entrance. Be sure to nab the treasures scattered around the structure too, including a pair of chests atop wall pillars. Then head into the facility.

HP 300/300
SP 262/262

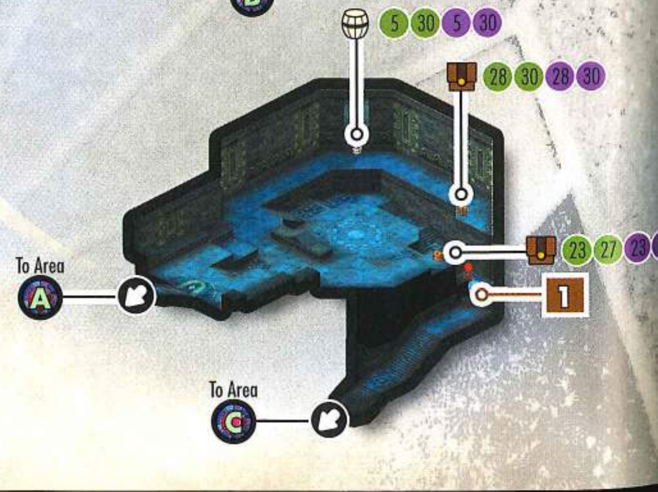

(Story Mode)
22 10 22 10
21 18 21 18
35 14 35 14
Moogle Merchants
31 29 31 29
To Area B

AREA B

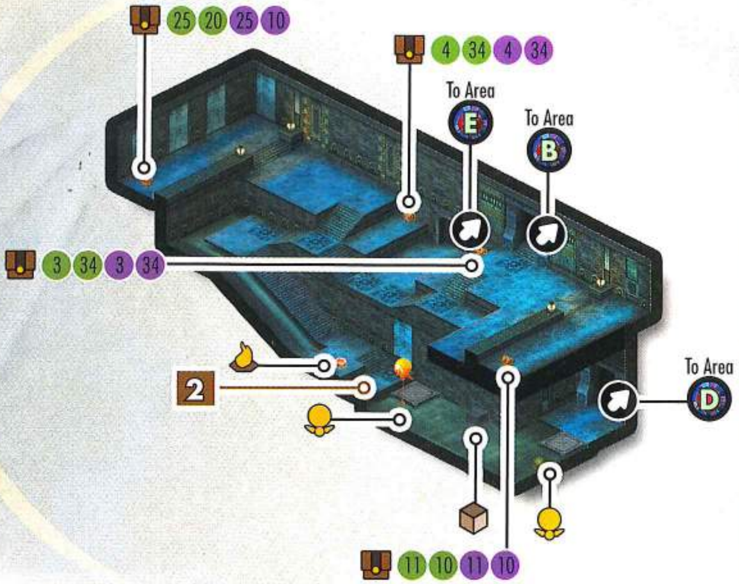
Step 1: Clear the Area to Conjure the Switch

When you defeat all enemies in this area, a red magic switch appears atop the blue platform. Cast Fire on the switch to activate the platform. Hop aboard and ride down, then follow the passage leading downstairs to the next area.

HP 305/305
SP 267/267


5 30 5 30
28 30 28 30
23 27 23
1
To Area A
To Area C

AREA C

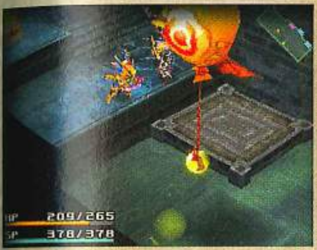


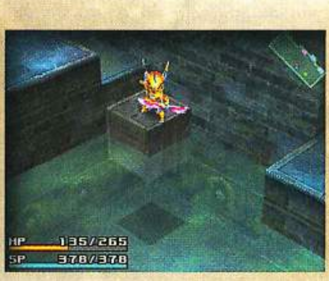
Step 2: Pop the Balloon to Hit the Switch

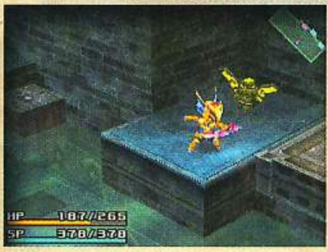
Fight your way downstairs to where a Thunder Magicite hangs from a yellow balloon. Use Gnash's jump attack to shoot the balloon; when it bursts, the magicite drops into the water and explodes on the yellow magic switch submerged below, deactivating the switch. This triggers a drop in the water level for about 20 seconds until the magic switch reactivates. (Alternately, you can just toss a Thunder Magicite at the switch in the water.)

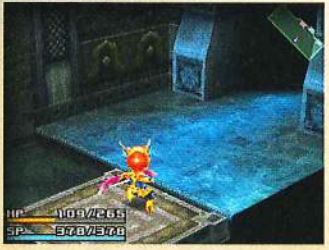
While the water is low, jump down and quickly push the block along its channel into the water, where it floats. Then use the floating block as a jumping platform to leap over to the blue ledge to the right, which holds another yellow switch.

Step aboard the square platform next to the second switch, then wait for the time limit to expire. When the water rises again, the platform you're on floats up until it's level with the exit, and you can to proceed to Area **D**.



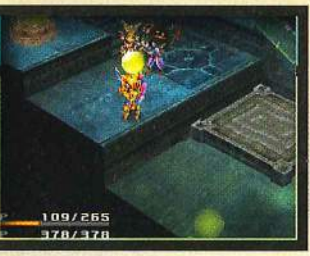




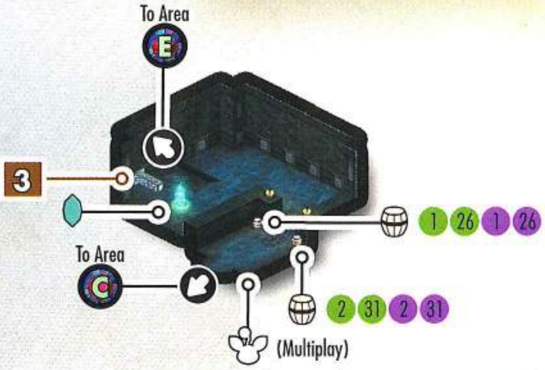


Thunder in the Water

If you miss your chance to reach the platform while the water is low, just toss another Thunder Magicite at the yellow magic switch in the water to bring the water level down again. You can do the same to the second yellow switch under the exit passage if you want to return.



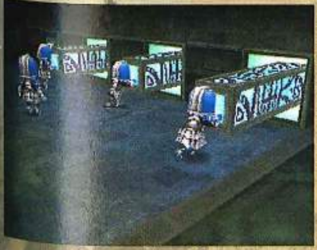
AREA D

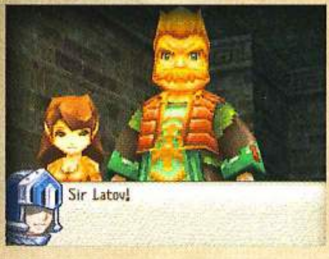


Entering from Area **C** triggers a quick scene in which you see soldiers pushing in a row of the pillar-like gate switches. The commander calls out, "Gates 5, 6, 8, and 10 in the danger zone!" He orders his men to open gates 2 and 3. But one pillar won't move! Sir Latov and Lady Aleria arrive, and Latov manages to push in the gate switch himself. Then he leads Aleria deeper into the facility in search of others to save.

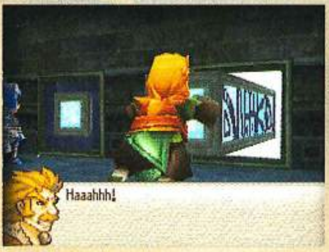
Step 3: Push in the Pillar

Talk to each of the four soldiers to learn more about how the tank-channel system regulates the water level. Heal up and save your game at the Crystal, then push in the last pillar-switch to lower the water level and reveal a passage that was previously submerged. Proceed through the opening into Area **E**.

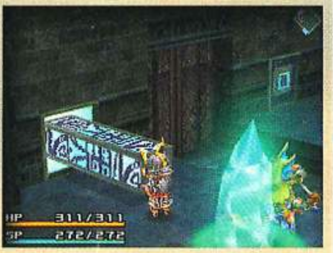




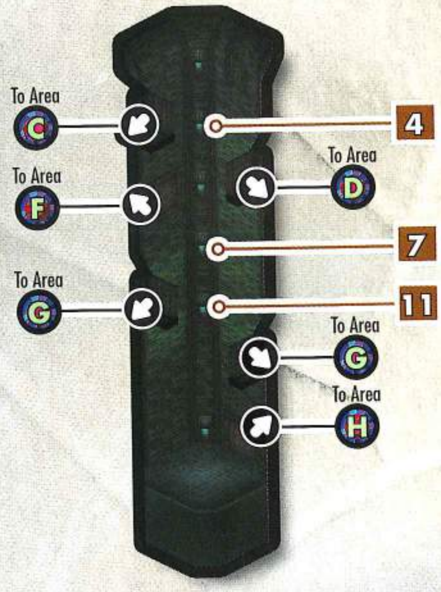
Sir Latov!



Haaahhh!



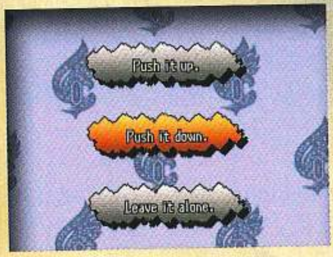
AREA E


To Area
C
4
To Area
D
To Area
F
7
To Area
G
11
To Area
G
To Area
H

Step 4: Press the Lift Switch Down

You step onto a large elevator platform that floats on the water in the central shaft. Approach the glowing blue switch on the back wall and press **A**, then select "Push it down." This lowers the water level in the shaft; you ride the lift down one level to the Area **F** entrance. To get to **Step 5**, you must make your way through Area **F** into Area **G**.

There's a switch on the wall.


Push it up.
Push it down.
Leave it alone.

Step 7: Press the Lift Switch Up

When you enter here from the middle level of Area **G**, activate the wall switch and select "Push it up." You ride the lift up one level, which raises the water level throughout the facility by one level. Exit into Area **F**. Now go to **Step 8** of our walkthrough in the Area **F** section.

HP 203/311
SP 272/272

HP 315/315
SP 276/276

Step 11: Press the Lift Switch Down

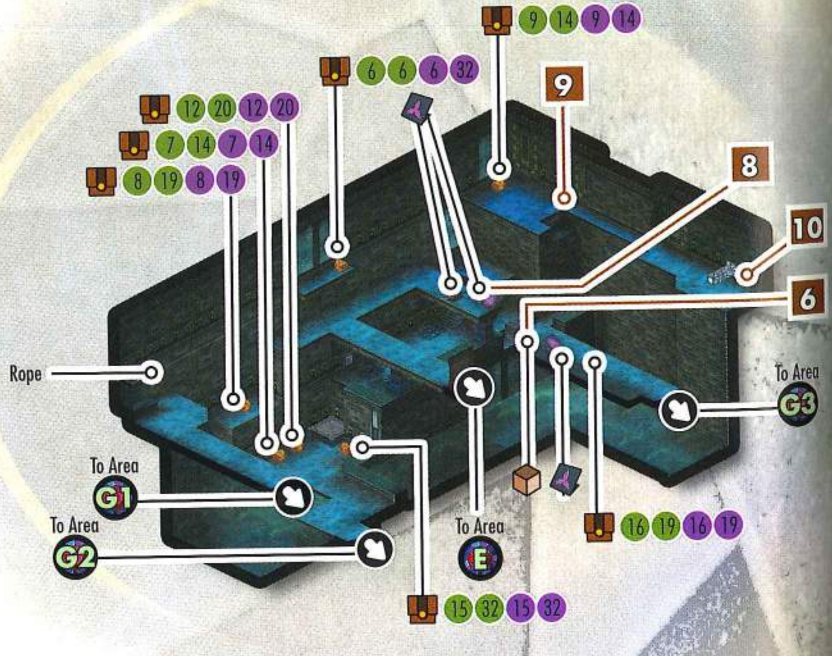
Use the elevator switch and select "Push it down" to lower the water and ride the lift down to level B7F. Exit into Area **H** and go to **Step 12** in our Area **H** walkthrough.

AREA F

The first time you enter this area from the elevator shaft in Area **E**, head directly for the G3 exit (see our map) into Area **G** to complete **Step 5**. To get there, follow the walkway around to the right until you reach the purple ramps. Use Gnash to double-jump southeast across the watery gap to the continuation of the walkway, or you can use Meeth's rolling urn ability off the ramp to reach the other side too. Then continue through exit G3 into Area **G** and go to **Step 5**.

HP 110/275
SP 394/394

Note: there is a rope suspended along the back left wall in this room. You can jump up and grab it to move across this area.


9 14 9 14
6 6 6 32
12 20 12 20
7 14 7 14
8 19 8 19
9
8
10
6
Rope
To Area
G3
To Area
G1
To Area
G2
To Area
E
16 19 16 19
15 32 15 32

Step 6: Push the Block Against the Wall

After you lower the water level in **Step 5** and re-enter here from Area **G**, double-jump across the gap and hop down to the lower level. Now push the block (seen in our screenshot) all the way to the right-side wall.

From there, go back upstairs, double-jump back across the gap, and return to Area **G** via exit G3 again. In Area **G** drop down one level, take the exit into the Area **E** lift platform in the central shaft, and then go to **Step 7** in our Area **E** walkthrough.

Step 8: Jump the Ramp to the Block

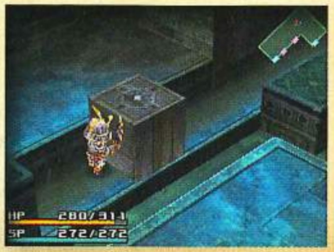
Use Meeth's rolling urn ability to speed off this jump tile heading to the right. You should cross over to the upper right part of the room and land on the block you pushed against the wall back in **Step 6**. You raised the water level in the last step (Step 7), so the block is now floating. Hop up to the walkway and go to **Step 9**.

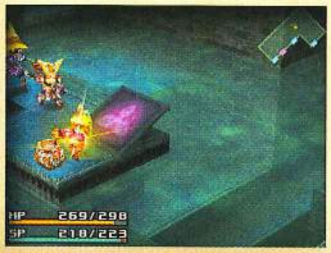
Step 9: Use Meeth's Rolling Urn (Charge Attack)

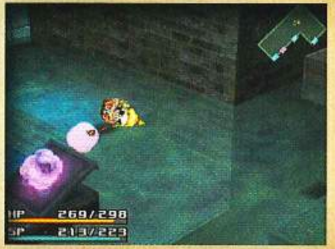
The only way to reach the pillar gate-switch in the room's lower right corner is to slip through a very low crawlspace under the wall here. The only way to do that is to use Meeth's rolling urn ability through the space. After you roll to the switch, proceed to **Step 10**. (Watch out for the nasty Daedalus when you arrive!)

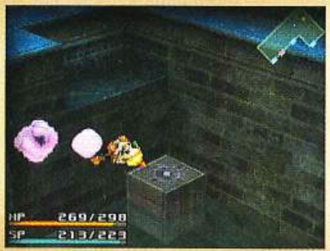
Step 10: Push in the Pillar

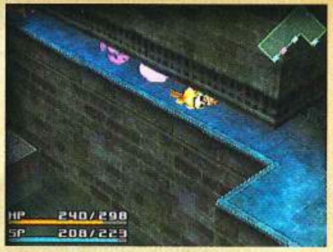
Push in the pillar to lower the water by *two* levels. Jump down to the next level and work your way over to all the newly exposed treasure chests on the left side of the room. Then take the G2 exit into Area **G** and follow the walkway all the way around to the exit to Area **E**. Step through to re-enter the lift. Now go to **Step 11** in our Area **E** walkthrough.

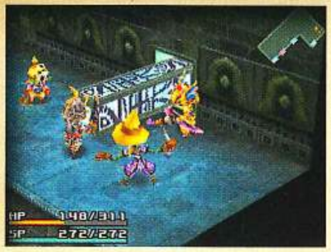

HP 280/311
SP 272/272


HP 269/298
SP 218/223


HP 269/298
SP 213/223


HP 269/298
SP 213/223

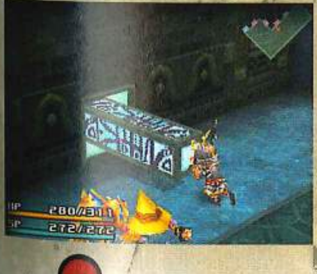

HP 240/298
SP 208/223

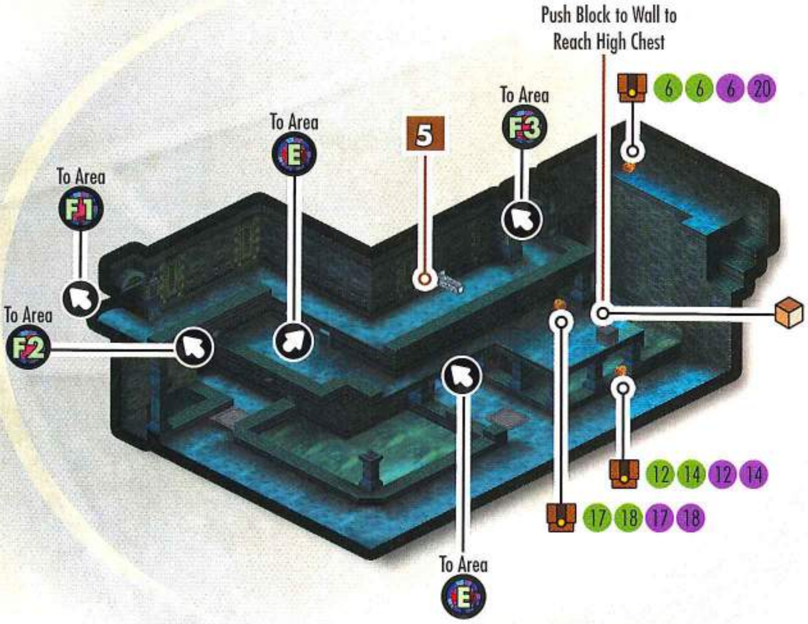

HP 148/311
SP 272/272

AREA G

Step 5: Push in the Pillar

Push in the pillar to lower the water level. To get to the next step, **Step 6**, head right and return to Area **F** via exit F3. (Note: once you've lowered the water, you can also enter Area **E** from here via the exit one level down.)


HP 280/311
SP 272/272

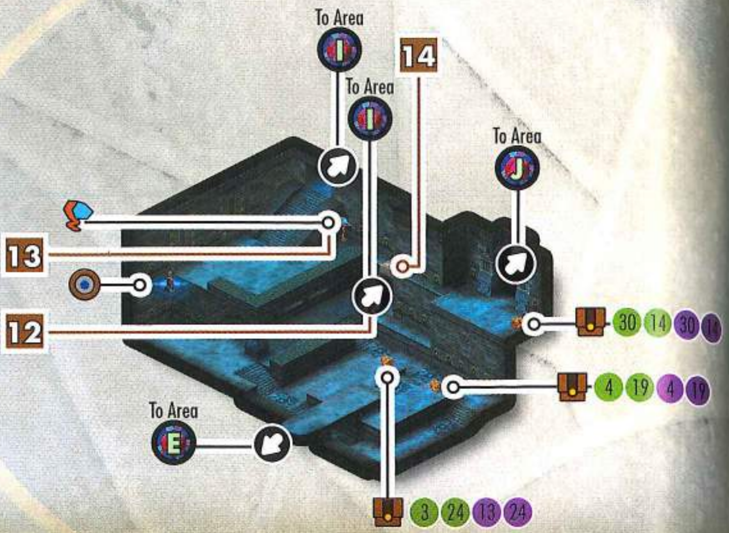

Push Block to Wall to Reach High Chest
6 6 6 20
To Area F3
To Area E
5
To Area F1
To Area F2
12 14 12 14
17 18 17 18
To Area E

Get the High Chest

After executing Step 10, push the movable block (see our Area **G** map) all the way to the right. Then go back to the lift in Area **E**, press the switch up just once, and return to Area **G**. The block now floats, allowing you to double-jump over to the corner and then climb to reach the treasure chest on the high plateau. (It holds a valuable Raise Pocket.)

86/275
394/394

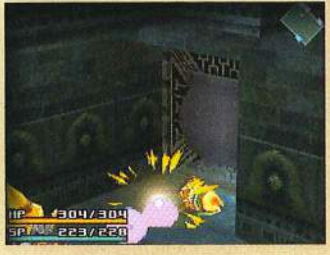
AREA H



To Area I
14
To Area I
To Area J
13
12
30 14 30
4 19 4 19
To Area E
3 24 13 24

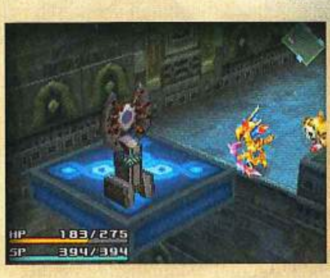
Step 12: Roll through the Wall

Find this breakable wall with the pot etched on it and use Meeth's rolling urn ability to smash through it. Go through the new opening into Area **I**. From there, turn left and climb both flights of stairs. At the top, go west through the first exit to return here to Area **H**—now you're on its upper level. Move on to **Step 13**.

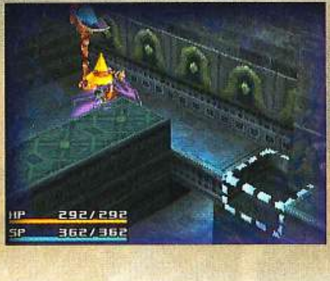


HP 304/304
SP 223/220

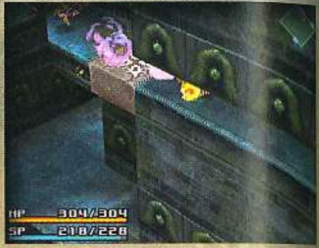
Step 13: Create a Platform with the Mage's Needle



HP 183/275
SP 394/394



HP 292/292
SP 362/362



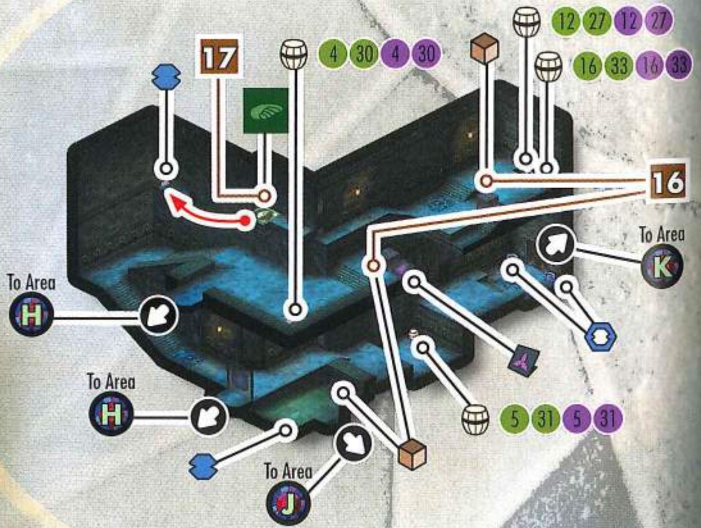
HP 304/304
SP 218/228

Go downstairs and have Gnash shoot the target in the left corner to activate a moving platform; this makes it easier to move through the area. Next, find the mage's needle next to the staircase. Stand Al in front of it and use his tribe ability to see the outline of a small platform to the right: drag over a magic thread to make the platform appear. Now go on to **Step 14**.

Step 14: Pot-Roll Under the Wall

Another low crawlspace leads to the exit to Area **J**. Position Meeth facing the crawlspace on the platform that you just created with the mage's needle in Step 13. Use her rolling urn ability to roll through the narrow passageway. Then exit to Area **J** for **Step 15**.

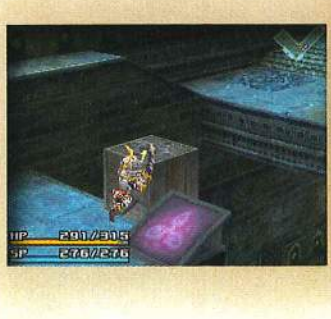
AREA I



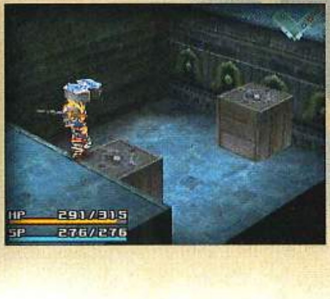
12 27 12 27
17
4 30 4 30
16 33 16 33
16
To Area K
To Area H
To Area H
5 31 5 31
To Area J

Step 16: Push Down the Blocks and Deliver the First Key

You need two keys to open the passage to Rela Cyel's final chamber. The first key is right at your feet when you enter from Area **J** after completing Step 15, but you can't transport this key over to the two keyhole stands yet. First you must create a path to the stands. Climb to the second level of this area and go to the two movable blocks marked on our map, pushing each one off its platform down to the lower level.

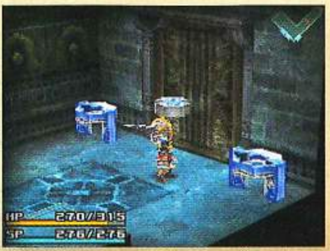
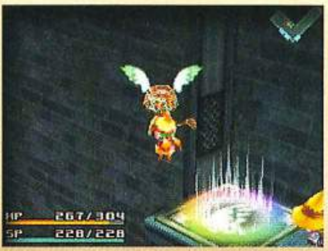
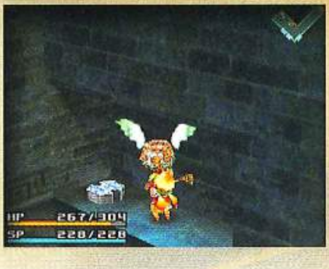
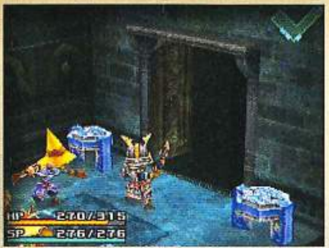


HP 291/315
SP 276/276



HP 291/315
SP 276/276

Now you can go back and pick up the first key near the door to Area **J** and carry it across the room to the keyhole stands next to the door to Area **K**. Watch out for the Daedalus duo guarding the stands! Put the first key in a stand and go on to **Step 17**.

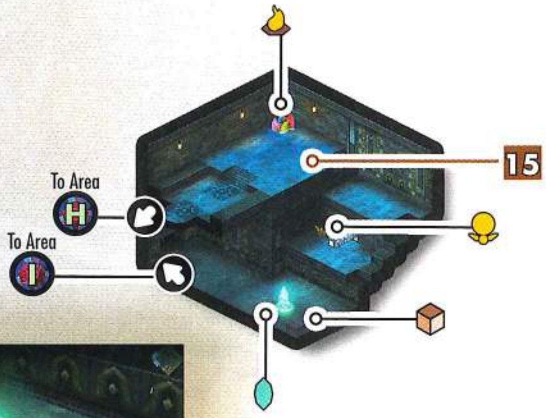





Step 17: Use the Pot Tile to Reach the Second Key

Climb to the upper level again and use Gnash to double-jump up to the green pot tile here (see the map) on the ledge. Bring up Meeth, create a Lilty's pot, then grab it and fly along the wall to the alcove in the corner to nab the other key.

Now carry the second key over to the keyhole stands. Put it into the second stand to open the gate to Area **K**. Here you might want to go back to Area **J** to heal and save your game at the Crystal before returning. Take a deep breath and go on into Area **K**. Skip down to our Area **K** walkthrough.

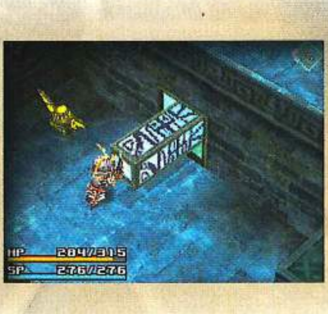
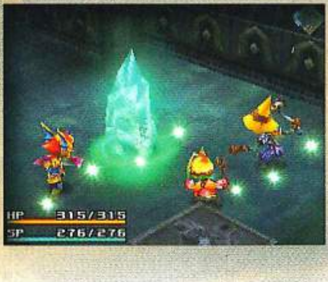
AREA J



Step 15: Throw a Thunder Magicite

Move to the edge of the platform and look down into the water. See the yellow magic switch submerged next to a pillar gate-switch? Toss a Thunder Magicite at the magic switch; the water level temporarily lowers so you can hop down and push in the pillar. You might not have enough time to push it all the way in. If the water level rises again suddenly, repeat the process until the task is done.

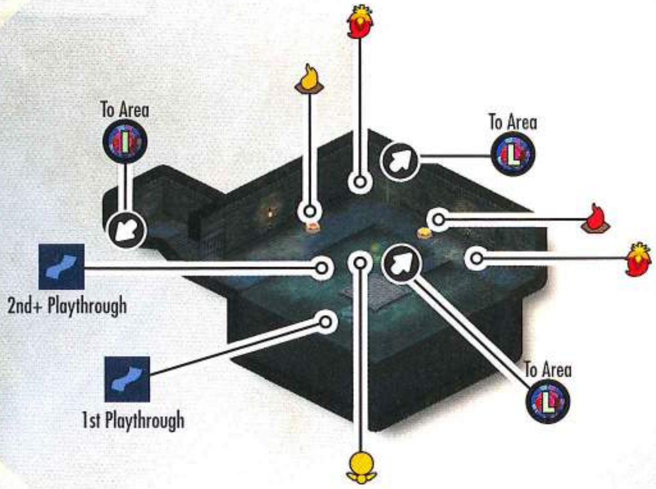
Once the pillar is completely pushed in, the water level drops for the final time. Now you can use the Crystal on the bottom level and take the lower exit, which leads into Area **I** and **Step 16**.

AREA K

Step 19: Defeat the Coelacanth

Same place, same fish. Only this time you have a few new tricks up your sleeve. Unfortunately, so does the fish. Okay, maybe fish don't have sleeves, but you know what we mean. Head downstairs and meet the boss.



COELACANTH

Throw a Thunder Magicite into the water to explode near the submerged yellow magic switch; when the magicite explodes and deactivates the switch, the water level lowers for a period of time. Take advantage of this and hop down to strike fast.

HP 252/320
SP 281/281

355
HP 252/320
SP 281/281

HP 252/320
SP 281/281

As before, the Coelacanth has a crystal attached to his head, so use Blizzard to freeze the fish again and again while using jump attacks to strike the crystal. Keep in mind that the water level rises again after awhile, so get ready to toss in another Thunder Magicite.

When the Coelacanth's mouth is open to perform his draw-in attack, you won't take any damage, so just keep attacking him. But when he shoots his bubble-cannon at you (the blue bubble-like homing projectiles), run away from them.

When the boss's body starts shining, he is about to jump up on the platform. If the platform is floating on top of the water, you'll get hit by his ensuing electric attack.

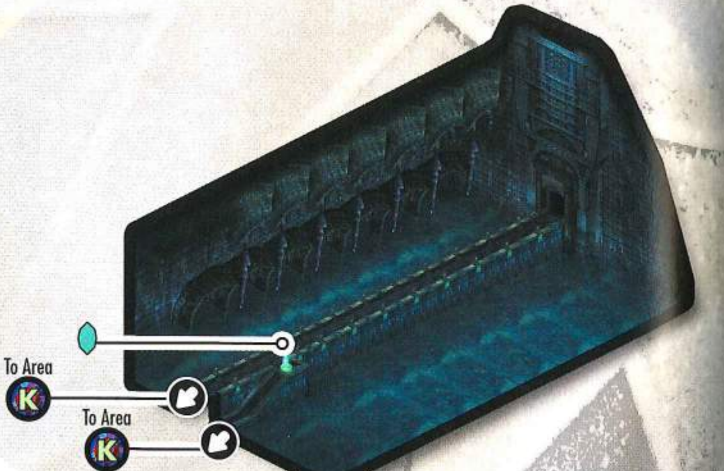
PLAYTHROUGH	DROP ITEMS
1st	Relic Weapon, Black Outfit, Mythril Sallet, Ancient Scale, Dark Orb, Dark Crystal, Steel Cloth, Mythril, Refined Mythril, Diamond, Refined Diamond, Petite Ruby, Petite Sapphire, 500 gil
2nd	Destructive Wpn., Götterdämmerung, Ogre's Helmet, Room Service Cap, Ogre's Armor, Rm. Service Suit, Sea Service Suit, Dark Crystal, Ultimite, Abyssian, Steel, Black Dust, White Dust, Fish Scale, 120 gil

AFTER THE BOSS FIGHT

Once you defeat the boss and step into the glowing blue crystal, you see an event in which the great fish is sucked down an underwater tunnel. When the event ends, take either exit (upper or lower) to Area **L**.

AREA L

Save your game at the Crystal, then continue down the long walkway to the far exit to trigger a long cinematic sequence.



For the Twins

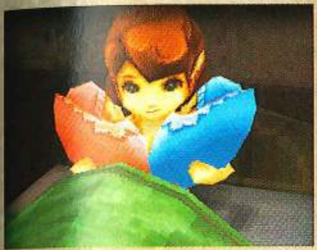
...as you can see.

You shall not leave this place alive, heathen!

You see Latov and Aleria discover the fate of Lady Tilika...and their first introduction to Cu Chaspel...

After the first sequence ends and you see the collapse of Rela Cyel, the flashback continues in the village as Latov looks out over the flickering souls of the *Ignes Fatui* on Lake Cyela. We also see the birth of the twins, Yuri and Chelinka. Then we view the scene that opened the game—the arrival of Cu Chaspel in the village, and the great sacrifice of Lady Aleria.

Finally, the scene returns to the present as Yuri and Chelinka speak with the Lord of the Dead about all they've seen, and have one last contact with a soul now at peace. The party finally ends up at the rim of Rebena Te Ra Cavern, the great cave beneath the city.



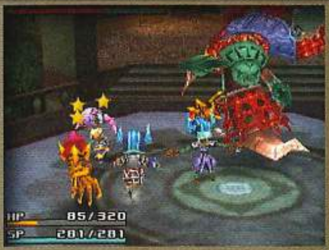
Master of Death

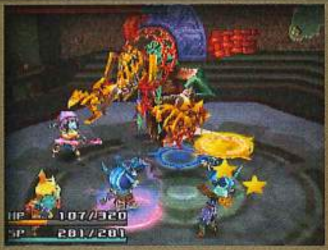
When control returns to you, you are in Area **E** of the Rebena Te Ra map, on a path just outside the castle, overlooking the crystal cavern. Walk up the stairs to the exit which leads you into Area **C**, the Royal Castle's central stairwell. The king's drawing room is Area **D**, at the top of the stairs.

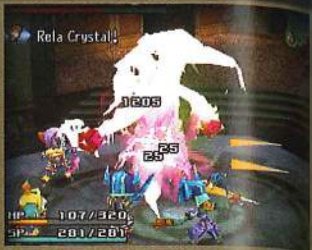
If you enter that drawing room you face another boss battle, so we suggest you go visit the shops in town and make preparations first. Then, return to the castle and proceed to the drawing room to bring the light of understanding to King Kolka...and to face down the Lich, once and for all.

LICH

The Lich is stronger than before, but then so are you. She still wields her Doom that triggers a KO countdown when it hits an ally. But now both of her hands can break off and start fighting independently. You must attack the crystal in her chest to deal real damage, however, so ignore the hands—let your allies deal with them—and target the Lich's chest crystal.







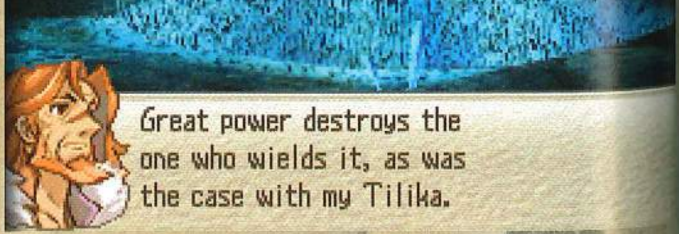
Control Yuri and alternate between quick jumping chains (chains of 3-4 head-on shots) at her chest followed by circling maneuvers for safer attacks on her back while casting Cure on yourself and allies.

In this fight, your most powerful weapon is cooperation with Chelinka in Magic Pile attacks. Yuri's twin stands at the outer edge of the arena, waiting to cast her magic. Move Yuri's spell target ring over the Lich, then watch as Chelinka moves her bright yellow target ring to meet yours. When the rings overlap, release the ⓧ Button. When you successfully trigger the Magic Pile with Chelinka (as seen in our screenshots), you unleash a super-powerful attack spell, Rela Crystal, dealing huge damage to the Lich.

PLAYTHROUGH	DROP ITEMS
1st	Petite Citrine, Petite Onyx, Yellowish Emblem, Braid of Old, Time Emblem, Grounded Jewelry, Old Hellish Iron, Dark Crystal, 300 gil
2nd	Crystal Work, Fire Covenant, Ice Covenant, Thund. Covenant, Green Covenant, Playful Soul, Brave Soul, Ruby Work, Sapphire Work, Citrine Work, Emerald Work, Amethyst Work, Onyx Work, Engraved Band, Good Luck Band, Spiritual Band, Barbaric Band, Ruby, Sapphire, Citrine, Emerald, Amethyst, Onyx, Dark Crystal, Old Hellish Iron, Bloodied Rag, 130 gil

AFTER THE BOSS FIGHT

Listen to King Kolka tell the story of crystals, the God of Light, the Great Crystal, and the "moontouched" darkness of the Lunites. When control returns to you, go talk to the king three times. This advances the story to the next day.



Great power destroys the one who wields it, as was the case with my Tilika.

PART THREE: "SUBJUGATION"

Rebena Te Ra

You learn that King Kolka has led an assault on the Crystal Temple, routing the corrupt occupants except for the hierophant Galdes, secret leader of the Lunites, and his anchorite, Cu Chaspel. Make your preparations—we suggest you stock up on Cure and Blizz. Magicites—before you go to the Crystal Temple via the northeast exit from the city, past where the Magic Goods vendor is pummeling a temple guard.

Crystal Temple

Yuri and Chelinka were supposed to head for the temple at daybreak, but overslept. Meanwhile, in front of the temple, King Kolka and his troops prepare for a final battle with the Lunites. This is the biggest "dungeon" in the game, with plenty of puzzles and backtracking, so be patient and systematic as you move from area to area.

HP 320/320
SP 281/281

Are you ready?

CHIMERA

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	2120	4524	5874
EXP	650	1792	2000

SPIN SPINE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	557	1712	2812
EXP	533	1320	1520

DARK SAHAGIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	780	2225	3475
EXP	575	1440	1800

DARK SKELETON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	803	2343	3643
EXP	605	1600	1840

DARK BAT

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	456	1310	2210
EXP	510	1200	1440

SCORPION

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	2546	5319	6819
EXP	680	1880	2240

FIRE FLAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	403	1543	2643
EXP	580	1392	1760

LIZARDMAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1530	3542	4942
EXP	595	1584	1880

CU CHASPEL

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5560	9840	11340
EXP	1100	2400	4800

BOSS

CU CHASPEL (COPY)

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	650	1485	2385
EXP	50	600	1200

BOSS

GALDES

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	5800	10,200	11,700
EXP	1200	2560	5120

BOSS

MANTLE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	557	1557	2557
EXP	50	400	800

BOSS

RED CRYSTAL

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	620	1620	2620
EXP	420	960	1280

BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	-	-	-	-	D	-	D	-	
2	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	D	-	D	-	
3	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	D	-	D	-	
4	Cure Magicite	100	Clear Magicite	100	-	-	-	-	F	-	F	-	*1
5	Cure Magicite	100	Raise Magicite	100	-	-	-	-	F	-	F	-	*1
6	Potion	100	Ether	100	-	-	-	-	F	-	F	-	
7	STM Boost	100	ATK Boost	100	MAG Boost	100	Raise Pocket	100	P	P	P	P	
8	Monarch's Helm	40	Possessed Helmet	20	80 gil	40	-	-	-	C	-	C	
9	Amphibian Hat	20	Bad Captain Hat	20	Hellacious Hat	20	Helm of Darkness	40	-	K	-	K	
10	Templar's Armor	70	Mythril Harness	30	-	-	-	-	H	-	H	-	
11	Templar's Armor	25	Amphibian Body	25	Sea Captain Coat	25	Sea Service Suit	25	K	-	K	-	
12	Amphibian Body	70	Mythril Harness	30	-	-	-	-	H	-	H	-	
13	Mythril Weapon	50	Celestial Wpn.	50	-	-	-	-	D	-	D	-	
14	Dark Weapon	100	-	-	-	-	-	-	H	-	H	-	
15	Dark Weapon	50	Celestial Wpn.	50	-	-	-	-	K	-	K	-	
16	Royal Hvy. Armor	20	Garment of Hope	23	Garb of Darkness	23	80 gil	34	-	D	-	D	
17	Amphibian Suit	25	Sea Captain Coat	25	Hellacious Cloak	25	Possessed Armor	25	-	K	-	K	
18	Miracle Cloth	50	Steel Cloth	50	-	-	-	-	C	-	C	-	
19	Black Marble	50	White Marble	50	-	-	-	-	C	-	C	-	
20	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	G	-	G	
21	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	D	-	D	*2
22	Refined Mythril	50	Refined Diamond	50	-	-	-	-	C	-	C	-	
23	Housepet's Wpn.	22	Bestest Ladle	22	Lil' Yella Fella	22	80 gil	34	-	C	-	C	
24	Templar Helmet	70	Mythril Sallet	30	-	-	-	-	D	-	D	-	
25	Templar Helmet	25	Amphibian Head	25	Sailing Headwear	25	Hellish Cap	25	K	-	K	-	
26	Amphibian Head	70	Mythril Sallet	30	-	-	-	-	D	-	D	-	
27	Ruby	33	Sapphire	34	Citrine	33	-	-	-	D	-	D	
28	Emerald	33	Amethyst	34	Onyx	33	-	-	-	C	-	C	
29	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	D	-	G	
30	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	F	-	F	
31	Magic Stone	75	Magic Sphere	50	-	-	-	-	-	F	-	F	
32	Yellow Feather	50	Ultimite	30	Abyssian	30	Meteorite	30	-	K	-	K	
33	Dark Orb	75	Holy Orb	45	80 gil	100	-	-	-	D	-	D	

*1: Gain one additional Cure Magicite
*2: Becomes Refined Emerald 33%, Refined Amethyst 34%, Refined Onyx 33%, Refined Crystal 0%

OVERVIEW: CRYSTAL TEMPLE

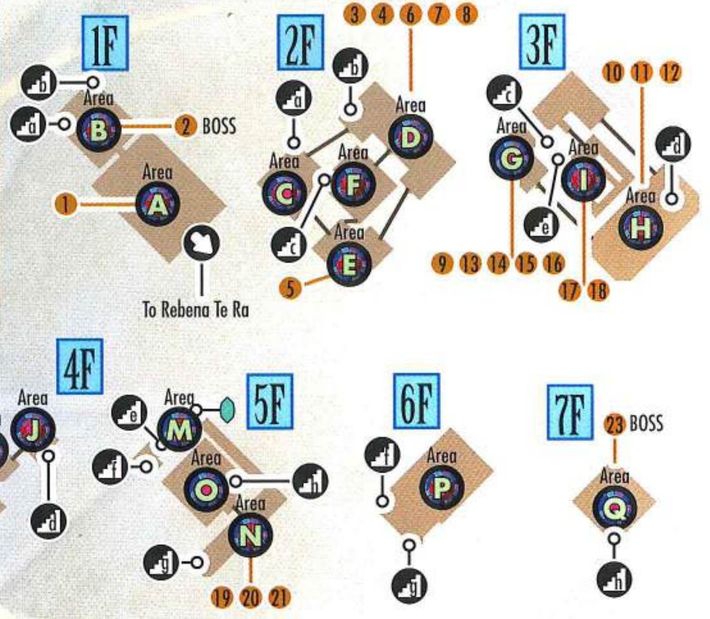
This temple jaunt is unique in that it has boss bookends. You start off tangling with the powerful Cu Chaspel in Area **B**. *But the real challenge begins* ***after*** *you defeat Cu Chaspel. The Crystal Temple is huge, seven floors in all, each one crawling with hostile creatures. So right after you beat the anchorite, a good plan is to return immediately to Rebena Te Ra to restock goods, upgrade equipment if you can, and save your game.*

Later on in the level, note that although technically you can skip floor 4F (comprising Areas **J**, **K**, *and* **L**)*, some good stuff is located there. In particular, Area* **J** *contains four Elemental Springs, one of each color/element, so if you're running low on magicite, re-supply here. Note also that Area* **L** *has a Crystal.*

HP 320/320
SP 281/281

A word of warning: areas **F** *and* **I** *are filled with poisonous gas. Make use of the Lilty's pot on the barrier pot tile to make it through.*

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down

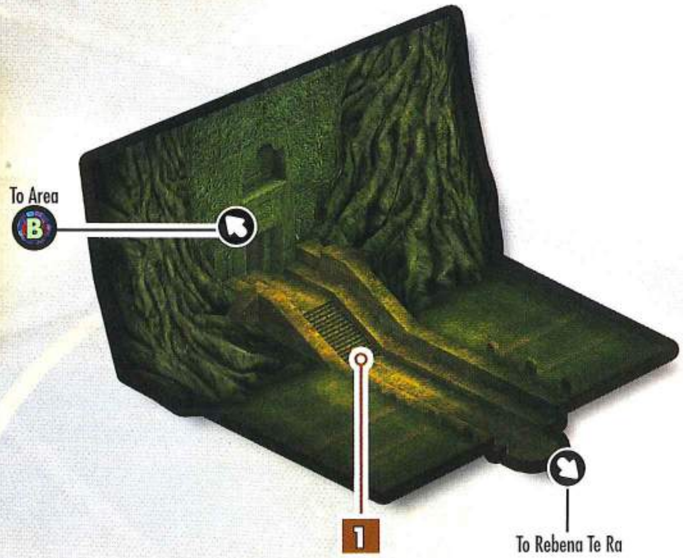

1F
Area B
2 BOSS
Area A
1
To Rebena Te Ra
2F
3 4 6 7 8
Area D
Area C
Area F
Area E
5
3F
10 11 12
Area G
Area I
Area H
9 13 14 15 16
17 18
4F
Area J
Area K
Area L
5F
Area M
Area O
Area N
19 20 21
6F
Area P
7F
23 BOSS
Area Q

AREA A

Step 1: Tell the King You're Set

Are you ready?

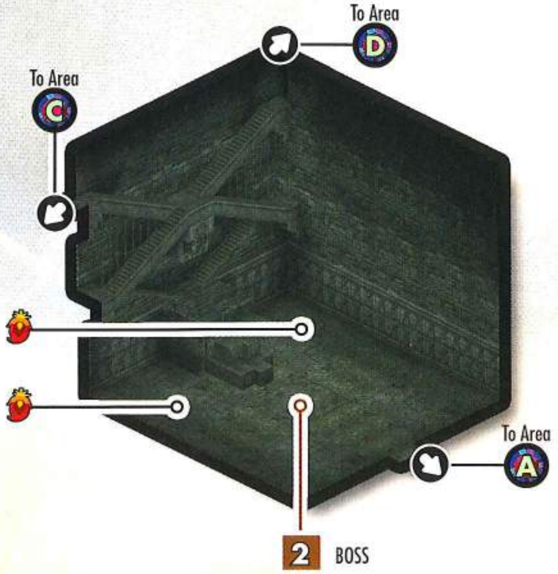
Move through the ranks of soldiers and approach King Kolka. He asks if you're "in all ways prepared for battle." If you are, select the response "All set!" and you automatically move on into Area **B** to fight the boss, Cu Chaspel. If you're not ready, select "Not yet!" and return to Rebena Te Ra to complete your preparations, then return when you're ready and talk to the king again.


To Area B
1
To Rebena Te Ra

AREA B

Step 2: Defeat Cu Chaspel

Yes, you finally get to face down the laughing ghoul. He lingers in the temple sanctuary with Galdes, the Lunite leader. Galdes exits to prepare for some unholy ritual, leaving Cu Chaspel to block your path.


To Area D
To Area C
To Area A
2 BOSS

CU CHASPEL

HP 320/320
SP 281/281

HP 229/320
SP 281/281

Cu Chaspel relies on magic and spinning attacks from above. Keep running in circles to avoid these, and press your own attacks hard whenever Chaspel lands. He stays on the ground for a few seconds, so maximize your rain of blows during this time and freeze him in place with occasional Blizzard spells.

When the red fiend loses one-third of his HP, two new "Cu Chaspels," both clones, suddenly appear. These fellows have far less HP than the real Chaspel, but their ATK rating is the same as his, so you don't want to ignore them. When the three Chaspels separate, the ones on the left and right are the clones; they usually keep a good distance from each other, so it's easy to discern them. Use this tip to target the clones and defeat them quickly. Then you can turn your full attention back to the real threat.

PLAYTHROUGH	CU CHASPEL DROP ITEMS
1st	Secret Scroll, Relic Weapon, Black Outfit, Scary Mask, Dark Orb, Dark Crystal, Honey Acid, Diamond, Mythril, Petite Amethyst, Petite Onyx, Petite Emerald, 750 gil
2nd+	Destructive Wpn., Possessed Helmet, Possessed Armor, Lion's Soul, Dragon's Soul, Extreme Cloth, Dragon Specks, Dark Crystal, Ultimite, Meteorite, Abyssian, Dark Orb, Phoenix Down, Bloodied Rag, Secret Scroll, 150 gil

PLAYTHROUGH	CLONES DROP ITEMS
1st	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Raise Magicite
2nd	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Raise Magicite

AFTER THE BOSS FIGHT

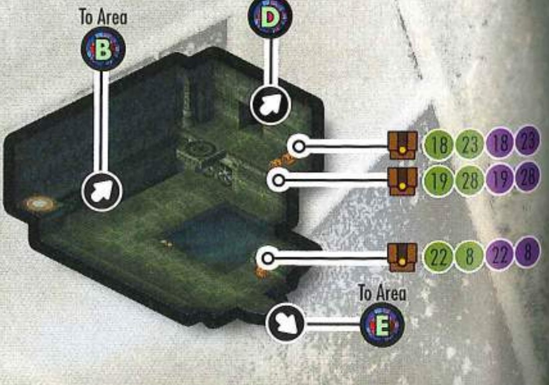
Walk into the blue crystal to trigger the post-battle scene. After Cu Chaspel disappears, the king and Al muse on tomorrow's Sunfest and solar eclipse. What does it mean? King Kolka orders Galdes captured before dawn.

Again, consider going back to Rebena Te Ra to restock, shop, and save your game. Return to the Crystal Temple when you're ready. The next walkthrough step, **Step 3**, is in Area **D**. To get there, climb the crisscrossing staircase in Area **B** (the room where you just fought Cu Chaspel) to the upper left corner, which leads into Area **C**. Continue through Area **C** into Area **D**.

AREA C

Move into the center of the room and defeat the Lizardmen; beware the invisible Sahagins nearby. When the foes drop, a moving platform appears. Jump onto the platform from the corner and ride it over to the exit ledge. (Note: you can also get up to the exit ledge by double-jumping with Gnash.)

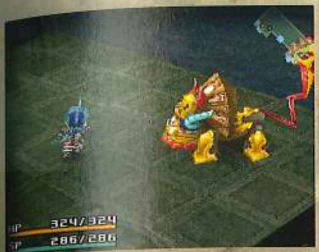
HP 281/281
SP 401/401

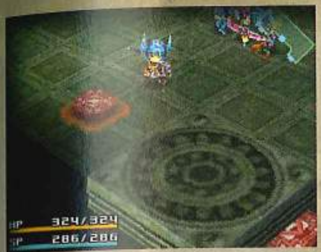


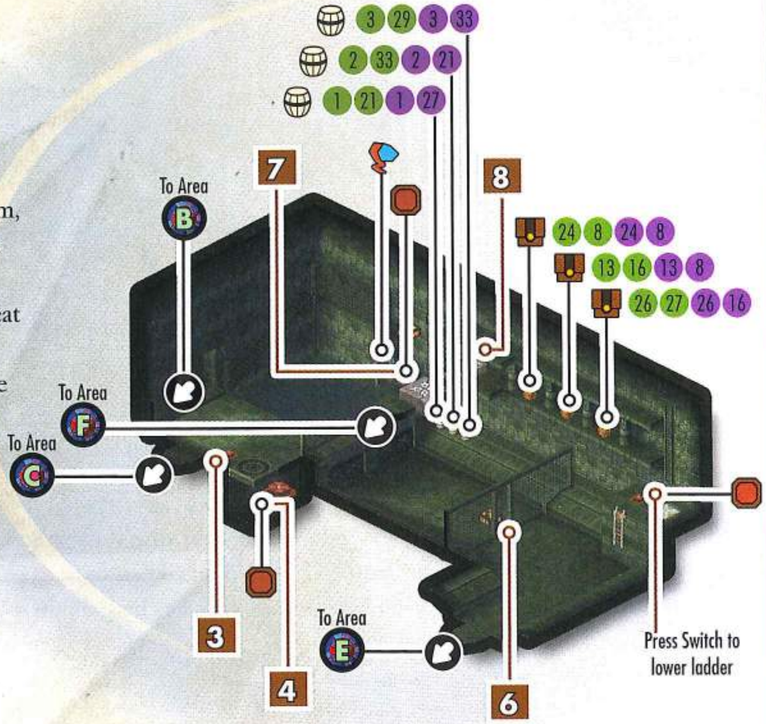
AREA D

Step 3: Defeat Foes to Spawn a Small Switch

There's a lot to do in this room, so let's get started. When you enter from Area **C** and veer right, a Chimera attacks. Defeat him to reveal a floor switch. Hop on the switch to start the nearby platform moving up and down, giving you access to the bigger switch below in **Step 4**.

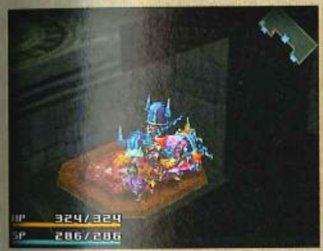

HP 324/324
SP 286/286

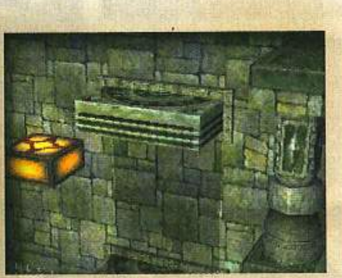

HP 324/324
SP 286/286


3 29 3 33
2 33 2 21
1 21 1 27
7
8
To Area B
24 8 24 8
13 16 13 8
26 27 26 16
To Area F
To Area C
3
4
To Area E
6
Press Switch to lower ladder

Step 4: Press the Large Switch

You must bring all four party members onto the large switch in order to press it. Just guide your control character onto the switch, then press the L Button to summon the rest of your party to that spot. When the large switch is pressed, several platforms appear on the wall across the room. (You won't get to those until later in **Steps 7** and **8**.)

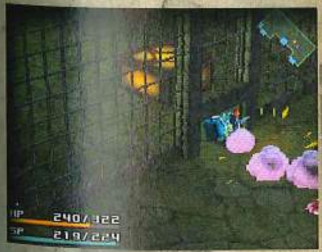

HP 324/324
SP 286/286

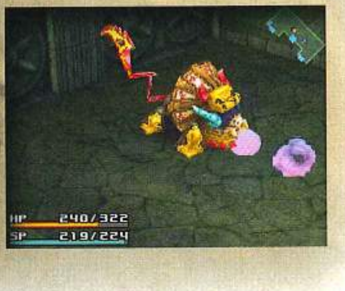


To get to **Step 5**, ride the moving platform back up and return to Area **C**, then exit that room via its lower right corner into Area **E**. Now skip to our Area **E** walkthrough.

Step 6: Use Meeth's Urn to Roll through the Gate

When you enter from Area **E** after completing **Step 5**, use Meeth's rolling urn ability to slip through the hole in the iron gate. Careful, though—a massive Chimera waits for you on the other side. Quickly bring your allies over and pummel the big, tough beast.


HP 240/322
SP 219/224

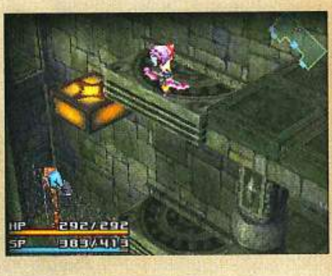

HP 240/322
SP 219/224

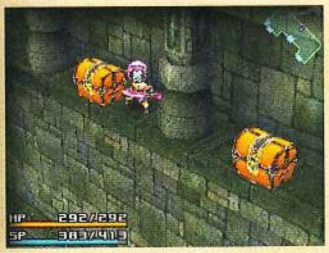
The nearby yellow platform rises when you stand on it, making it easier to bypass the iron gate on the way back. To get to **Step 7**, have Gnash double-jump onto the ledge in the back left corner near the floor switch and a mage's needle. Press the L Button to bring up the team.

Step 7: Press the Switch to Open the Gate

Step on the floor switch to open the iron gate above the mage's needle. Use Gnash to double-jump onto the first ledge above the switch, over to the square yellow platform, and then up onto the second ledge. Finally, hop up to the wide platform at the top.

Plunder the three chests tucked in alcoves underneath the platform, then return to the platform, take control of Al, and move on to **Step 8**.

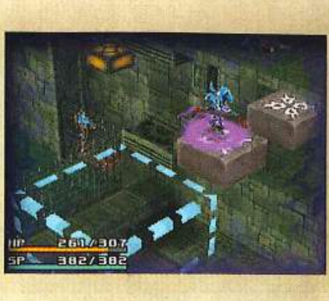

HP 292/292
SP 383/413

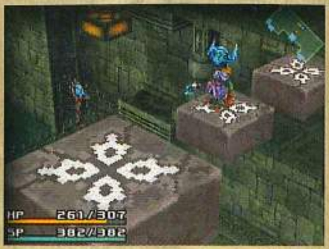

HP 292/292
SP 383/413

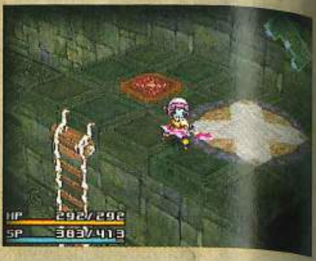
Step 8: Create Three Platforms with the Mage's Needle

This is a little tricky. Position Al on the edge of the topmost platform so you can see the mage's needle below, then use his tribe ability to spot a floating block outline nearby. Draw a magic thread from the mage's needle down below to create the block. Hop Al over to that block and repeat the process. You can create a total of three floating blocks and use them to carefully leap over to the exit to Area **F**.

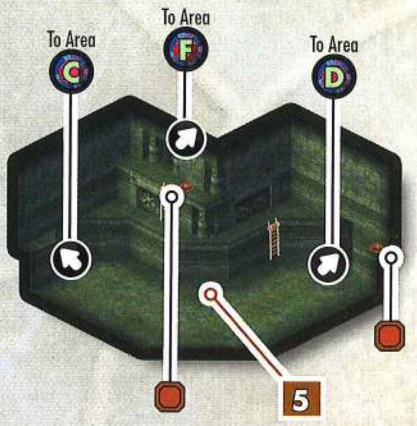
To get to **Step 9**, you must proceed through Area **F** to Area **G**. But before you leave this area, press the floor switch on the right side of the room to lower the rope ladder to the ground, making it easier to go up and down.


HP 261/307
SP 382/382


HP 261/307
SP 382/382


HP 292/292
SP 383/413

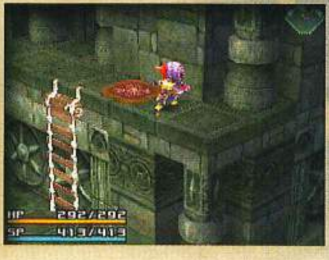
AREA E


To Area C
To Area F
To Area D
5

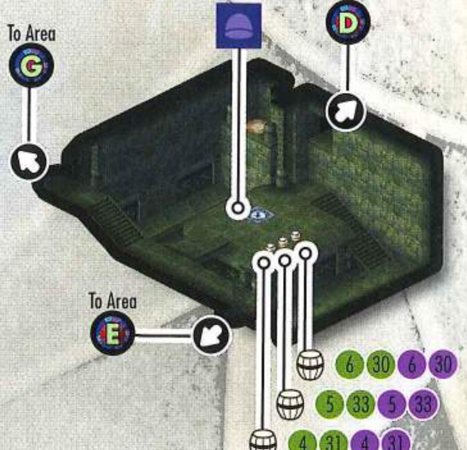
Step 5: Defeat the Scorpion

Every time you enter Area **E**, the room's exits seal up and won't reopen until you defeat the Scorpion. Again, this happens every time you enter here, so try to avoid this area in the future if possible. Press both switches here to lower rope ladders, making it easier to move up and down the room's levels. To get to **Step 6**, exit via the right side of the room into Area **D**.

HP 264/324
SP 286/286


HP 292/292
SP 413/413

AREA F


To Area G
To Area D
To Area E
6
30
6
30
5
33
5
33
4
31
4
31

You drop into this nasty room from Area **D** (see **Step 8**). Shortly after you arrive, the area fills with poison gas! Your team takes continuous damage while exposed, so move quickly. A new kind of pot tile, a barrier tile, is in the middle of the room. Move the team onto the tile and have Meeth create a Lilty's pot to create a dome-like barrier over you. This protects you from the gas if you stay under it.

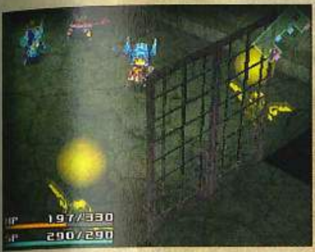
When you defeat (or run past) the Chimera in this gaseous room, an exit opens in the lower left that leads back to Area **E** where the huge Scorpion has been reanimated and awaits you. So you probably don't want to go there. Instead, a better goal is to climb the stairs to the west and escape via the exit in the room's upper left, which leads to Area **G** and **Step 9**.

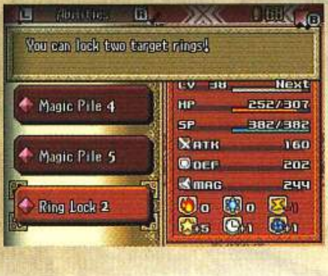
HP 80/322
SP 219/224

AREA G

Step 9: Hit the Magic Switches Simultaneously with Thunder

There's much to do in Area **G**, but not on your first visit. When you first enter from Area **F**, follow the corridor to the left, defeat the Lizardmen and veer around to a pair of yellow magic switches. Cast Thunder at both switches to open the gate to Area **H** and proceed to **Step 10**. However, you must hit both switches at once or it won't work. Lock a target ring on one switch, then quickly target the other one and release X as you pop the L Button at the same time.


HP 197/330
SP 290/290

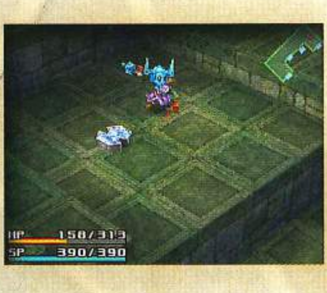

You can lock two target rings!
L Abilities R
Magic Pile 4
Magic Pile 5
Ring Lock 2
LV 38 Next
HP 252/307
SP 382/382
ATK 160
DEF 202
MAG 244

Lock Two

If Al (or any of your characters) has the level ability Ring Lock 2 or higher, he can lock a target ring on both of the yellow magic switches at the same time and then rapidly tap the L Button to hit them simultaneously with Thunder.

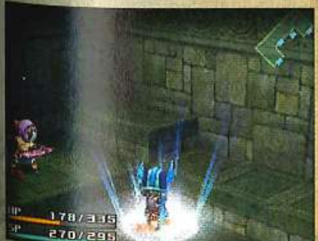
Step 13: Defeat All Enemies for a Key

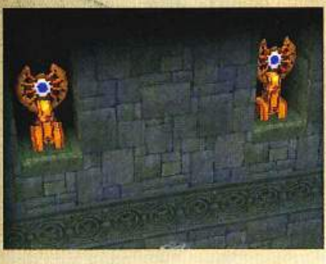
Get ready for combat. You must defeat all enemies on the right side of the area to trigger the appearance of a key. When the key appears, pick it up and put it in the keyhole stand to open the nearby iron gate. Move on to **Step 14**.

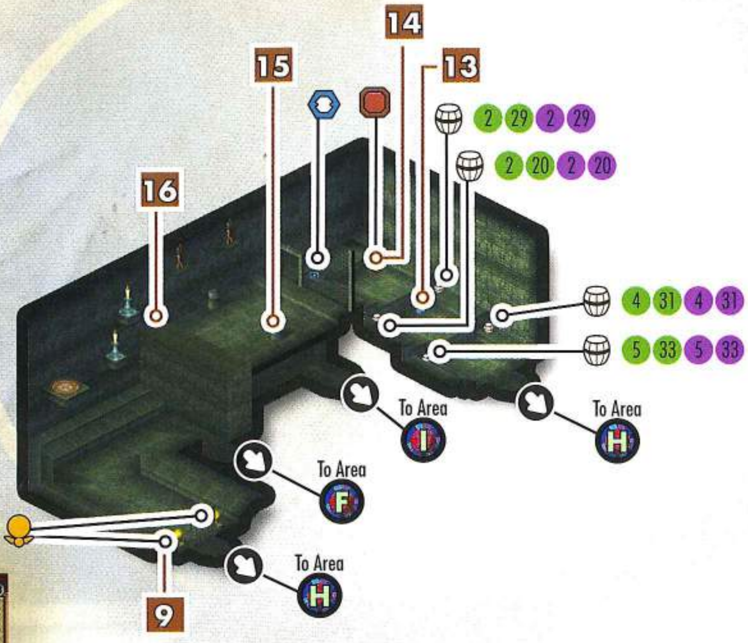

HP 158/313
SP 390/390

Step 14: Use Downward Thrust on the Iron Switch

Move Yuri onto the floor switch, press B to jump, then press and hold A in mid-jump to come down in a downward thrust. This opens up two wall panels, revealing a pair of blue targets. Move on to **Step 15**.

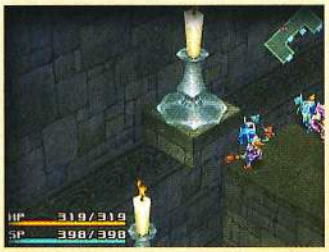

HP 178/335
SP 270/295




14
15
13
16
2 29 2 29
2 20 2 20
4 31 4 31
5 33 5 33
To Area I
To Area H
To Area F
To Area H
9

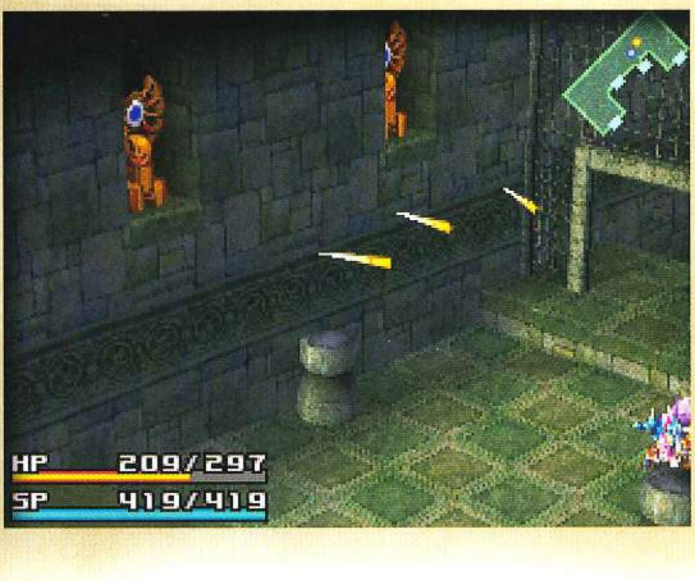
Step 15: Hit Both Targets Simultaneously

This is tricky but fun. Jump Gnash onto the low round pillar farthest from the two targets that appeared in **Step 14**; the camera view pulls back so you see Gnash and both targets. Now do a double jump, popping A at the height of the jump for a Three-Way Shot, firing a flight of arrows to knock down the two targets. This causes two magic candles to appear.

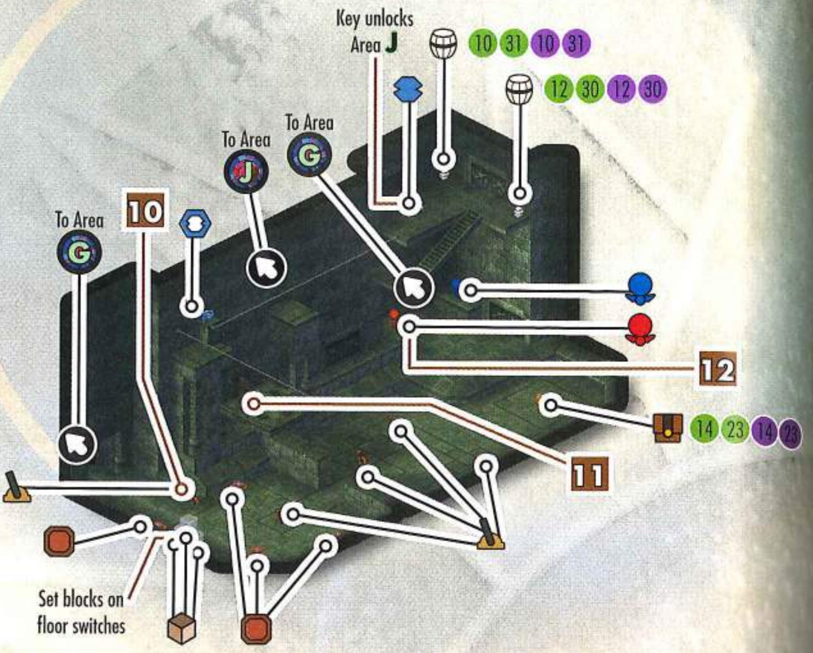

HP 319/319
SP 398/398

Step 16: Light Both Candles Simultaneously

Cast Fire using Ring Lock 2 or the regular method (lock on one, cast on the other) to simultaneously light the two candles that appeared in **Step 15**. This moves the wall below, opening up a passage to Area **I**. Jump down and go through that newly opened passage. Proceed to **Step 17** in our Area **I** walkthrough. Warning: Area **I** is another room filled with poisonous gas!


HP 209/297
SP 419/419

AREA H

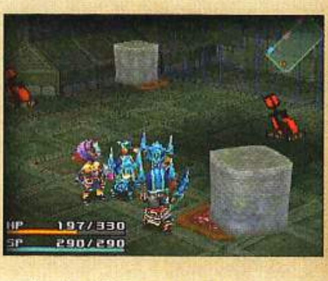


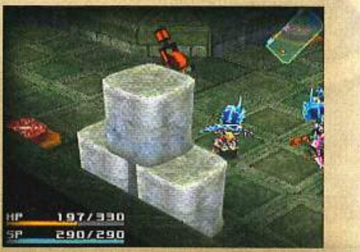
Optional Step: Getting to the 4th Floor (Areas J, K, and L)

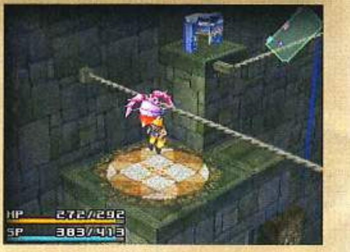
Yes, getting to the three rooms on level 4F is technically optional, but highly recommended. The areas up there offer you healing, saved games, all elements for alchemy, and a line of barrels stuffed with goods.

Here's how to access the fourth floor.

When you first enter Area **H**, you see a blue lever, a floor switch, and a red barrier. Hit the lever to deactivate the barrier. (You'll learn more about the red/blue levers and barriers in **Step 10**.) You now have access to three more floor switches nearby. To reach the 4F level you must press all four floor switches at the same time to activate a vertically moving platform. Three movable blocks lie stacked against the left wall; place each block on a floor switch, then stand on the fourth switch to activate the lift.

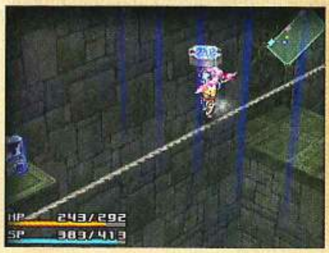


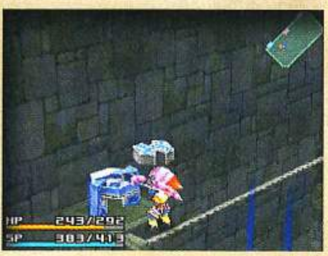




Ride the lift up. At the lift's highest point, jump up and grab the rope stretched taut across the room. Use the rope to move toward the back wall and drop onto the platform next to the keyhole stand. You must find the key for this stand and insert it to unlock the door to the fourth floor's rooms.

Next, jump and grab the second rope running off to the right. Move along the rope to the far platform where the key sits. (Halfway there you pass the locked door that leads to the 4F rooms.) Drop at the end and climb the stairs to pick up the key. Line yourself up carefully with the rope and then, carrying the key, just run straight across the rope to get back to the keyhole stand. If you line yourself up properly, this run is remarkably easy to do. If not, however, you'll fall. (Note: If you fall, you can leave the area and come back to reset the key to its starting position on the platform, then try again.)



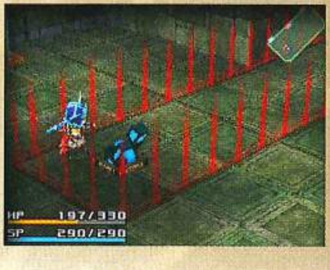


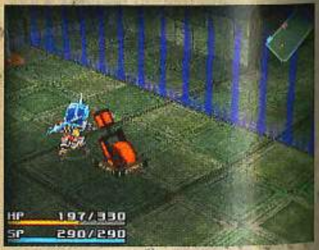
When you put the key in the stand, you see the exit door open. Use the rope to get over to the exit platform and then proceed into Area **J**. Once again, clearing the fourth floor isn't necessary to your progress in the game, but Area **J** contains Elemental Springs and Area **L** contains a Crystal, so this is a good place to visit for replenishment.

Step 10: Press the Levers to Proceed

This is a large room with several puzzles to solve. The first involves sets of red and blue barriers. You can toggle between the two colors by hitting levers in the area. When you knock any lever into the blue position, the red barriers activate and the blue barriers dissipate. When you knock any lever to the red position, the reverse happens—the blue barriers activate and the red barriers dissipate.

Note that all levers are always set to the same color, and hitting *any* lever in the area changes the color setting of *all* levers in the area.

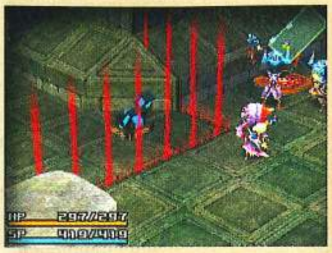


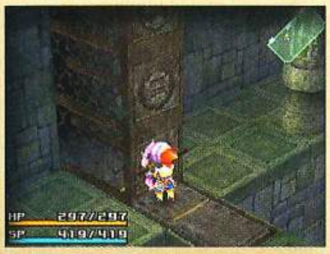


Gnash's attacks can pierce barriers from a distance, so he's your best choice for making it through this lever/barrier run.

All that said, here's how to proceed:

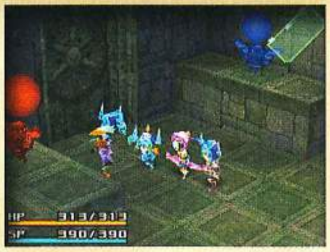
Hit the first lever near the entrance to toggle the barriers from red to blue. Walk Gnash just across the line where the red barrier just was, then turn around and shoot the first lever to toggle the barriers back to red. Now go to **Step 11**.





Step 11: Pull out the Iron Wall

Hop up onto the left ledge and pull out the iron wall as far as it can go. (This opens up a passage on the other side of the wall in Area **I**.) Now jump down on the right side of the iron wall, set Gnash near the back wall, and shoot one of the nearby levers to toggle the barriers back to blue.

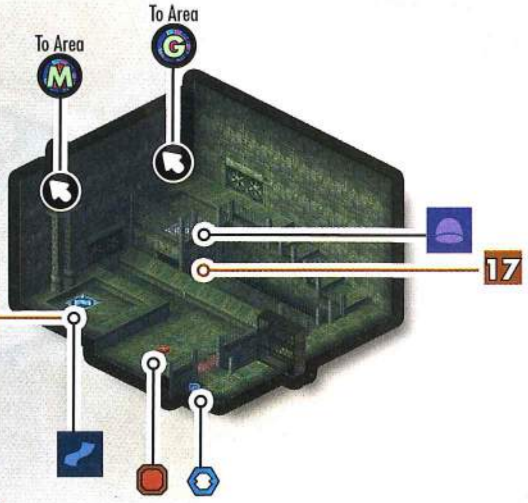


Step 12: Activate Both Magic Switches Simultaneously

Head for the doorway flanked by magic switches, one red and one blue. Watch out for dark enemies guarding the passage! To open the door you must hit the switches at the same time with matching color spells, Blizzard on blue and Fire on red.

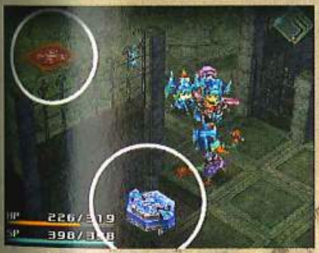
Again, if Al or any character has the Ring Lock 2 level ability, you can lock the correct spell on both switches, then tap the L Button rapidly to trigger them at the same time. Otherwise, use the regular (but harder) method of locking a spell on one switch, quickly casting a spell on the second switch, and releasing X and hitting the L Button at the same time. Once the door is open, head into Area **G** and go to **Step** 13 back in the Area **G** walkthrough.

AREA I



Step 17: Defeat All Foes to Earn a Key

Shortly after you enter this area, poisonous gas starts filling the room. Hustle Meeth over and onto the nearby barrier pot tile, create a barrier pot to protect the team, then have her pick it up and switch control to another character. Go down the stairs. Meeth will follow and carry her barrier pot with its protective dome over the party.



Down below, in the near corner of the room, a red barrier blocks passage to the next doorway and a gas deactivation switch too; you must place a key in the nearby keyhole stand to dissolve the barrier. But where's the key? Unfortunately, to make the key appear, you must defeat all of the enemies lurking en route to the keyhole stand.

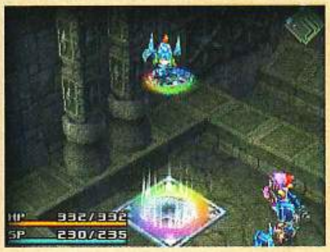
Fight your way downstairs, then take a hard right up the alley running north, wiping out the foes there. Then return and battle all the way to the keyhole stand to finish the task. (Don't worry about the Lizardman on the other side of the barrier. He doesn't count.) Once you finally prevail against all foes, you see the key appear at the alley's end. Quickly grab it and put it on the keyhole stand so that the red barrier dissolves. Again, the floor switch just beyond the barrier makes the poisonous gas dissipate, so jump on it immediately. *Whew*! Now go to **Step 18**.

Step 18: Ride a Pot to the Exit

Direct Meeth onto the blue pot tile and make a levitating pot, then ride it up to the high exit platform. Proceed through the door into Area **M**. Note: You must pass through Area **M** into Area **N** for **Step 19**.

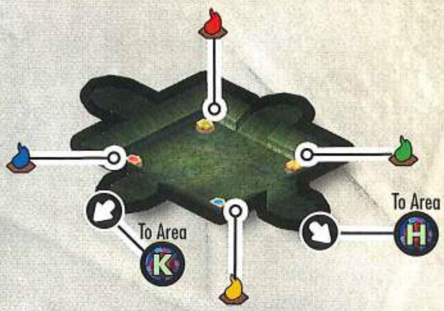
Two Gassy Tips

Poisonous gas continuously drains your HP, but only down to about one-quarter of your total HP: you won't drop below that. Keep this in mind if you're running low on Cure or Clear Magicites. Also, note that you can actually pick up Meeth's barrier pot and carry it *and* its magical barrier along with you!



AREA J

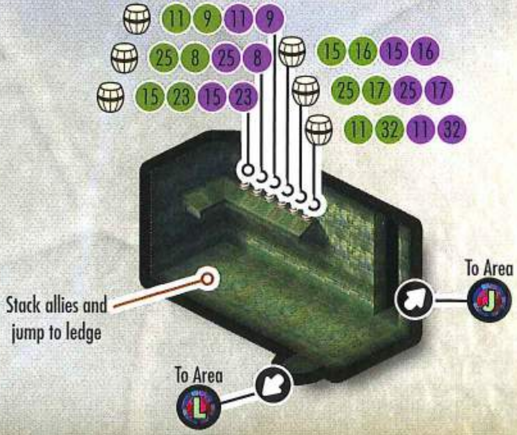
This area has springs for Green, Blue, Red, and Yellow Elements. Have Meeth cook up more magicites to restock your (likely dwindling) supply.


To Area
K
To Area
H

HP 230/322
SP 214/224

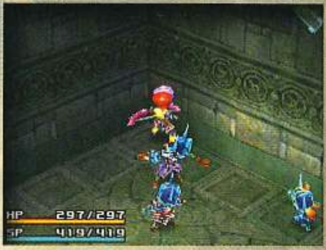
Before you exit, please note that Areas **J** and **K** are connected in a strange loop. If you take the northeast exit from Area **J**, you enter Area **K**. But if you leave via the same direction from Area **K**, you end up back here in Area **J**! Thus if you keep exiting to the right in both areas, you just scroll through Areas **J** and **K** over and over again.

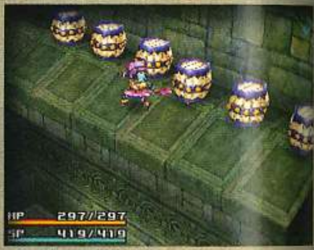
AREA K


11 9 11 9
25 8 25 8
15 23 15 23
15 16 15 16
25 17 25 17
11 32 11 32
Stack allies and jump to ledge
To Area
J
To Area
L

Crossing this room triggers the appearance of a squad of tough foes, including dark enemies, so be ready with your restorative spells to make them visible. Once you clear the room of baddies, note that a high ledge (almost out of camera sight) holds a number of barrels full of goods. Not even Gnash's double-jump can reach it, however.

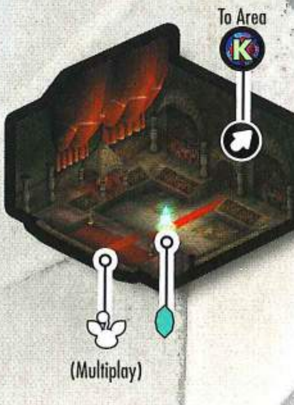
To reach them, stand Yuri in the back corner and have Al jump on Yuri's head. Next, have Gnash double-jump up onto Al's head. Switch control to Yuri again and walk him out from the wall a bit with his two buddies stacked on top of him. Finally, have Gnash double-jump up to the ledge with the barrels. Shoot them open and scoop up the rewards. Exit via the lower left to enter Area **L**.


HP 297/297
SP 419/419


HP 297/297
SP 419/419

AREA L

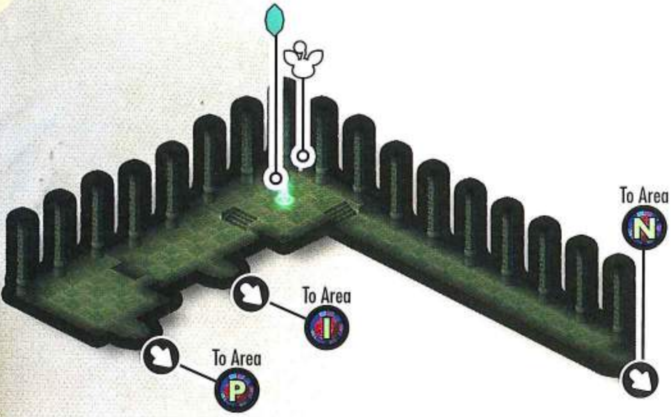
Just heal up, save your game, and head back out! The way to the rest of the temple is back through Areas **K** and **J** and then right into Area **H**.


To Area
K
(Multiplay)

HP 327/327
SP 230/230

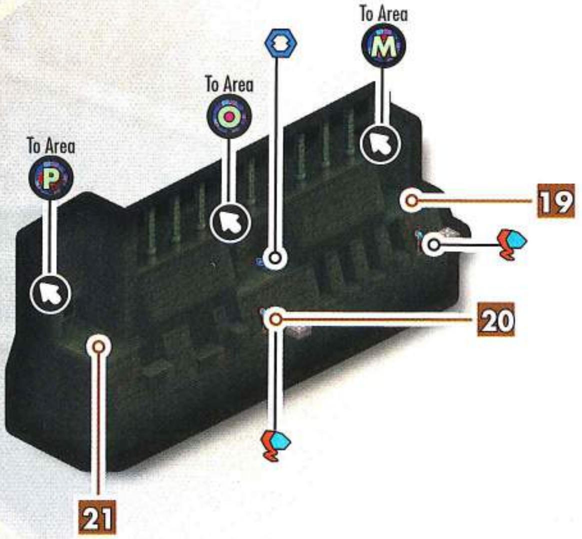
AREA M

There's another Crystal in the corner, thank goodness. Heal and save, then talk to the moogle. You can move on toward the boss finale by proceeding down the southeast corridor to Area **N**. But you might want to try the optional room, Area **P**, before you move on. To reach Area **P**, follow the southwest corridor to the last doorway.

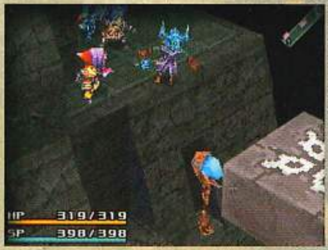


After you complete Area **P** and return here, heal and save again, then move on down to Area **N**. Put a restorative spell like Cure or Clear as the default spell for your control character. Dark enemies lurk up ahead...

AREA N



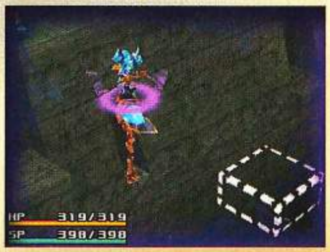
Step 19: Create a Platform with the Mage's Needle



When you enter the area, a Dark Bat attacks you. **Step 21** will require you to defeat all the enemies in the area, so defeat the creature without hesitation. Then, use the mage's needle to create a platform moving horizontally. Hop aboard the platform and ride it until you see the keyhole stand on a ledge. Leap over to that ledge. (Don't ride all the way to the other end yet! Dark enemies wait for you there and will hit you with painful spells.)

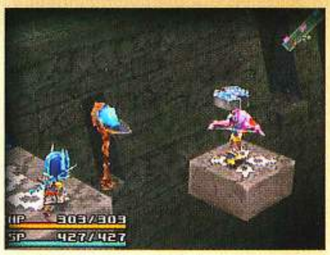
Step 20: Create Another Platform with Another Mage's Needle

Drop Al carefully on top of the mage's needle just below the ledge. Use his tribe ability to spot the nearby platform outline, then drag a magic thread to create the platform. This will be where the key appears that you will create by completing the next step, **Step 21**.



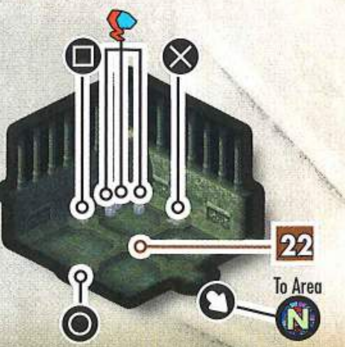
Step 21: Defeat All Enemies to Spawn a Key

Make sure your control character is ready to cast a restorative spell—more dark foes await. Hop aboard the moving platform you created back in **Step 19** and travel to the left side of the area. Defeat the two Dark Bats that attack you there. Once you win, a key appears on the small platform you created in **Step 20**. Ride back to pick it up, then hop back onto the big platform. When you get lined up again, jump over to the ledge and place the key on the stand. When the door opens, head in to Area **O**.



AREA O

Step 22: Put Blocks on the Images



This is the "warp room." From here you can teleport around the Crystal Temple. When you place a block on any of the three floor images in this room, you create a warp portal in the center of the area. This portal can teleport you instantly to various locations in the Crystal Temple depending on what combination of patterns you activate (see the list below).

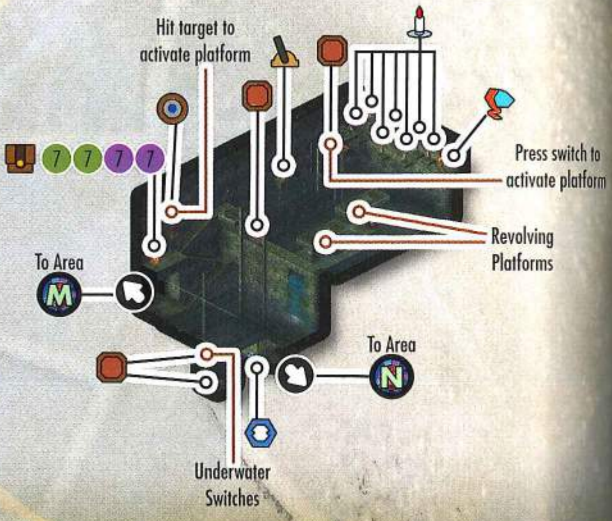
To get to the boss fight with Galdes, place blocks on all three images and step into the portal to warp to Area **Q**.

Block/Warp Portal Combinations:

PLACE BLOCK(S) ON	WARP TO
◉	Area **C**
⊗	Area **D**
⊗ + ◉	Area **F**
▣ + ◉	Area **G**
⊗ + ▣	Area **H**
▣	Platform atop Area **O**
⊗ + ▣ + ◉	Area **Q**

AREA P

Optional Room: Raid the "Boost" Chest


Hit target to activate platform
7
7
7
7
Press switch to activate platform
Revolving Platforms
To Area
M
To Area
N
Underwater Switches

You can win the game without even entering Area **P**, and if you solve all of this room's puzzles you find just one treasure chest. Is it worth it? We think so. The chest contains four valuable power-ups: DEF Boost, ATK Boost, MAG Boost, and a Raise Pocket. But you have to do plenty of work to get it.

Hit the Target and the Lever

Using Gnash, climb up the stairs until he's level with the blue target on the small ledge, then shoot the target to activate the moving platform. Jump aboard the platform and get ready to shoot toward the wall. The platform goes all the way to the back corner, but make sure you hit the lever on the small ledge halfway across. If you don't hit the lever, an iron gate knocks you off the moving platform as you arrive at the corner area. Flipping the lever raises the iron gate.

Use the Mage's Needle While Moving

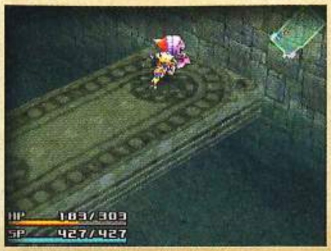
When you get to the corner, hop over onto the floor switch, pressing it to get the next platform moving. Switch control to Al and jump aboard the second moving platform past the magic candles until you see the mage's needle at the far end.

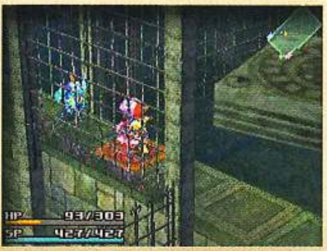
Now you must drag magic threads from the mage's needle to light each of the seven magic candles. You don't have to light all seven at once; break it up into several tries. Stand on the platform (as seen in our screen shot) and use Al's tribe ability, dragging the magic thread with you from the mage's needle and over the candles as you move to the left.

When trying to light the farthest magic candle, you'll have to wait until just before the mage's needle disappears off the edge of the screen to start dragging out the flame. Otherwise the magic thread will extinguish before you can drag it to the last candle.

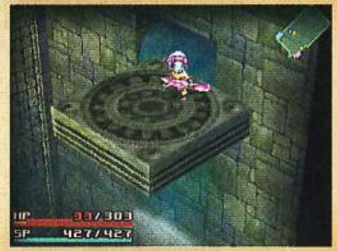
Traverse the Rotating Platforms

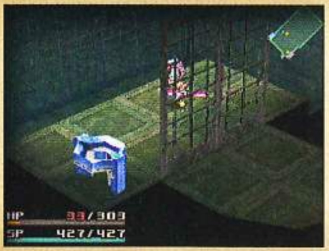
Once you light all seven magic candles, two rectangular platforms below you start to rotate. You must use these to get across the water to your next destination. Time your jumps carefully. When you finally reach the other side, hop onto the nearby floor switch to open the iron gate right next to it. This makes your trip back to the entrance door much, much easier.





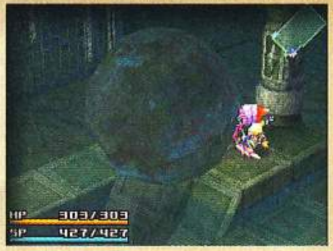
Now hop onto the next platform, which rises up and down in front of the waterfall. As the platform drops to the water's surface, jump over to the ledge with the gate and keyhole stand. Don't hesitate! If you don't jump, the dropping platform submerges in the water, you take damage, and you get bounced back up to the top of the waterfall to try again.

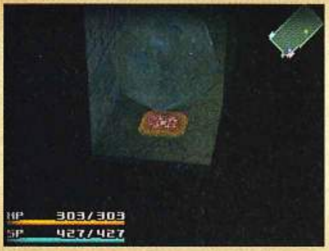




Press the Underwater Switch

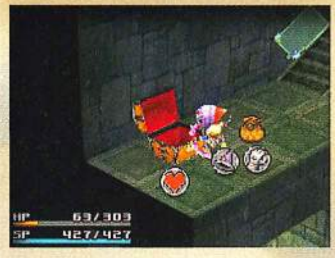
Spot the red floor switch on the underwater ledge. Even though it's completely submerged, you can still hop onto it. Pressing the switch unleashes a boulder that rolls to a stop just short of a hole. Now spot the second red switch under the water, deeper down but right next to the other underwater switch. You can't reach this one; instead, your task is to push the boulder.





Jump onto the rising platform and ride up to the top of the waterfall. Then jump over to the boulder, get behind it, and push it into the hole. The boulder rolls on top of the second red switch. Pushing the switch makes a key appear—way back by the mage's needle!

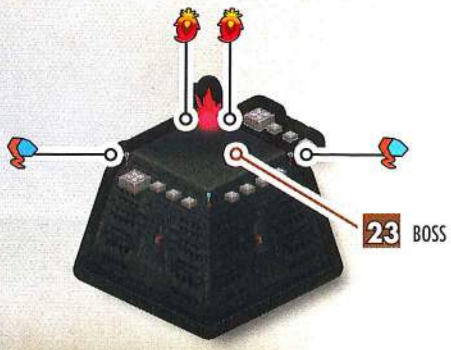
Now work your way back to get the key, then bring it back over to the keyhole stand—no easy task in either direction. Once you finally get the key into the stand, the gate opens to Area **N** and the treasure chest finally appears on the ledge back where you first entered. Raid the chest of its goodies. Now drop down and head back to the Crystal in Area **M** before you move on.



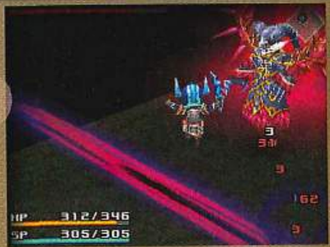
AREA Q

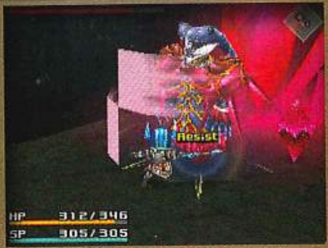
Step 23: Defeat Galdes

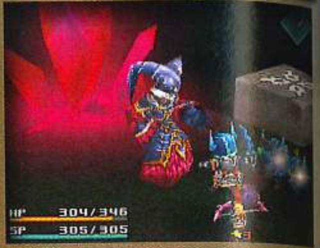
Yes, Galdes waits for you at the Moon Altar. He's got the usual "ruler of the world" fantasies—but he's also got someone dear to the twins imprisoned. The sun is almost rising. The red moon is high in the sky. Time to strike!



GALDES







Galdes is quite powerful and inflicts incredible damage, so don't be ashamed to dodge and run frequently in this fight. His huge melee swipes are painful and can knock you right off the platform. He fires straight-line laser blasts that stun, and he also unleashes a devastating area-effect laser sweep that inflicts a highly debilitating Darkness status. Avoid it by jumping over the red wave.

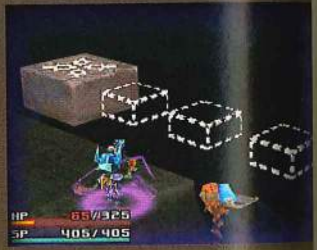
After you fight Galdes for a while and score some hits, he conjures up Red Crystals to create a barrier that protects him from all attacks. You can attack and destroy the crystals, however. Eliminate them quickly! When the crystals explode, they leave items behind—a nice assortment of magicites.

Fight in counterattack style—when Galdes strikes, get your distance, then rush in immediately after he's finished. Don't forget to use Blizzard to freeze him and get in some free hits. Al can use his tribe ability to create platforms from the mage's needles at the corners of the arena: you can hop on these for respite from the laser attacks. Once Galdes takes a certain amount of damage, he removes his mantle. This reduces his DEF stat significantly. Destroy the mantle while it's off and stuck in the ground to make the rest of the fight easier. Hurry, because Galdes puts it back on after awhile.

PLAYTHROUGH	GALDES DROP ITEMS
1st	Dark Weapon, Mythril Weapon, Relic Weapon, Templar Helmet, Amphibian Body, Great Memory, Wandering Soul, Meteorite, Dark Crystal, 500 gil
2nd	Housepet's Wpn., Bestest Ladle, Lil' Yella Fella, Monarch's Helm, Bad Captain Hat, Hellacious Hat, Possessed Helmet, Royal Hvy. Armor, Sea Captain Coat, Hellacious Cloak, Possessed Armor, Extreme Cloth, Dark Crystal, Great Memory, Wandering Soul, 200 gil

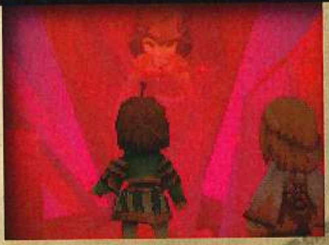
PLAYTHROUGH	MANTLE DROP ITEMS
1st	Cure Magicite, Clear Magicite, Raise Magicite
2nd	Cure Magicite, Clear Magicite, Raise Magicite

PLAYTHROUGH	RED CRYSTAL DROP ITEMS
1st	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Raise Magicite
2nd	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Raise Magicite



World of the Crimson Moon

AFTER THE BOSS FIGHT



Once Galdes falls, watch the event as the twins approach Aleria. But the moment is fleeting, and the crimson moon is overtaking the sun.

And then Yuri…awakens? Watch again and advance through the scenes as Yuri confronts the fates and paths of his short life…

PART THREE: "CONNECTING WORLDS"

Rebena Te Ra

You return to Rebena Te Ra with only Yuri/Chelinka in your party. Since this is a world now controlled by Galdes, note how the attitudes of the citizens have changed when you talk to them. More boss battles lie ahead, so be sure to restock your magic goods and upgrade at the shops (but see the following tip first). Then head back to the Crystal Temple.

Lunite Temple

With the power of the crystal in his grasp, Galdes is now free to control the world as he pleases. For awhile Yuri feels lost, but with the help of Chelinka, who is by his side in all possible worlds, he regains his desire to resist Galdes and fight for a world of his own choosing.

Best Equipment for AL

It may seem counterintuitive, but you want to order/buy the best possible equipment for Al at this point, not Yuri. Al isn't here in Rebena Te Ra yet, but he actually faces the next boss battle.

OVERVIEW: LUNITE TEMPLE

Here you revisit not only the temple, but also a number of the bosses you fought earlier. This time, however, you face them one on one, without the support of party members. Alhanalem, Meeth, Gnash, and then Yuri/Chelinka each face solitary battles against these familiar foes. Every time control shifts between characters, you start back in Rebena Te Ra, so use the scrolls and materials you win from each successive boss to make your next character more powerful. Eventually the team reunites for one last great battle against the demonic Great Galdes.

CHIMERA

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	2120	4524	5974
EXP	650	1792	2000

ANGRY FLOWER

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3000	6000	7500
EXP	1000	1880	2240

BOSS

DRAGON

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3000	6000	7500
EXP	1000	1880	2240

BOSS

SISTER BOMB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1120	2544	3744
EXP	460	1256	1456

ANGRY FLOWER BUD

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	360	1360	2360
EXP	50	400	800

BOSS

RED CRYSTAL

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	620	1620	2620
EXP	420	960	1280

BOSS

SPIN SPINE

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	557	1712	2812
EXP	533	1320	1520

BEHEMOTH

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3000	6000	7500
EXP	1000	1880	2240

BOSS

GREAT GALDES

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	6500	11250	12750
EXP	1300	2800	5600

BOSS

LIZARDMAN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	1530	3542	4942
EXP	595	1584	1880

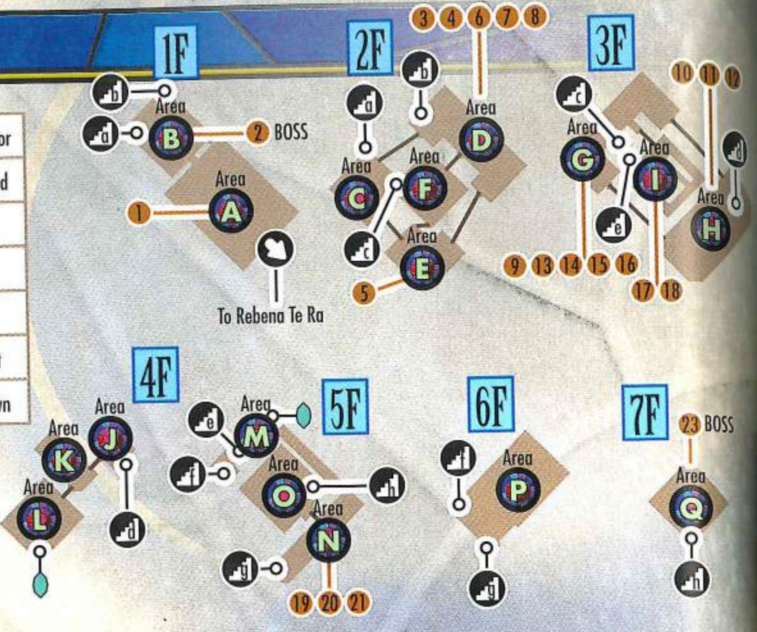
ZU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	3000	6000	7500
EXP	1000	1880	2240

BOSS

MAPS: Lunite Temple

MAP KEY			
		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down

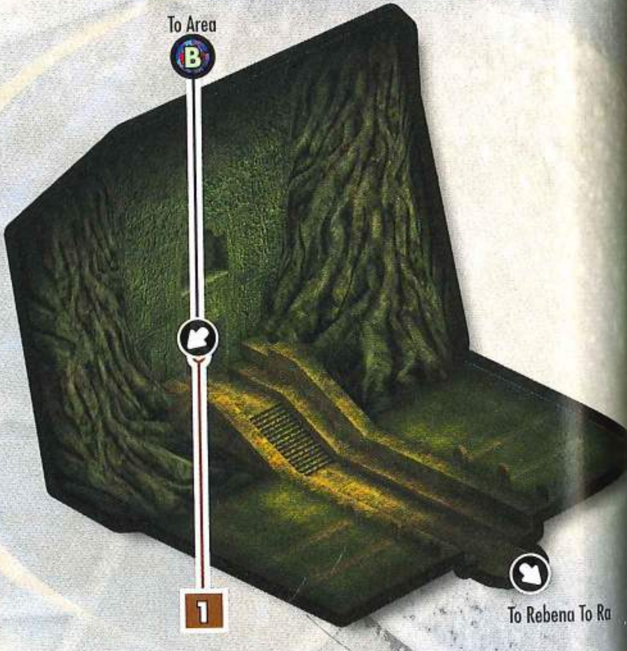

1F
Area B
2 BOSS
Area A
1
To Rebena Te Ra
2F
3 4 6 7 8
Area C
Area D
Area F
Area E
5
3F
10 11 12
Area G
Area I
Area H
9 13 14 15 16
17 18
4F
Area J
Area K
Area L
5F
Area M
Area O
Area N
19 20 21
6F
Area P
7F
23 BOSS
Area Q

AREA A

Step 1: Move Al to Area B

HP 325/325
SP 405/405

To gain control of Al, you have to move Yuri first. Simply walk Yuri up the stairs and into the next area. After you do this, the scene switches to Al, who is back in Rebena Te Ra. If you haven't done so already, upgrade his equipment to the best you can afford, then exit the city via the Crystal Temple route. Cross the first area to the doors of the temple and enter.


To Area B
1
To Rebena To Ra

AREA B

Cross the room and jump into the glowing portal to warp to the battle arena.

Now you get to fight four back-to-back boss battles, using each member of your party, one at a time: Al vs. Angry Flower, Meeth vs. Behemoth, Gnash vs. Zu, and then Yuri/Chelinka vs. Dragon. All four battles are fought in the Area **B** arena.

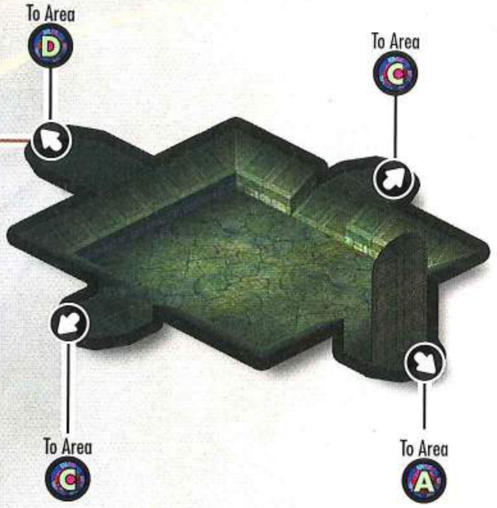
HP 325/325
SP 405/405

The simple secret to success against all four of these bosses is this: *use the same strategies that beat the bosses the first time!* Their weak points and attack patterns have not changed.

True, the Behemoth and the Zu have increased all of their abilities, but your leveled-up characters should be a good match for them. The battle with the Dragon differs slightly from the original in that no Dragon Rider appears: you can just deal damage to the Dragon right from the start.

Note, however, that each boss drops more powerful items when defeated this time. Order the best equipment back in Rebena Te Ra's Workshop to prepare for the fight against the Great Galdes.

	BOSS	2	Fight the Angry Flower and Buds
	BOSS	3	Fight the Behemoth
	BOSS	4	Fight the Zu
	BOSS	5	Fight the Dragon



Step 2: Defeat the Angry Flower with Al

BOSS ENCOUNTER

ANGRY FLOWER

PLAYTHROUGH	DROP ITEMS
1st	Celestial Wpn., Hellish Cap, Hellish Raiment, Mythril, Orichalcum, Magic Stone, Dark Orb, Holy Orb, 200 gil
2nd	Housepet's Wpn., Hellacious Hat, Hellacious Cloak, Dark Crystal, Ultimite, Yew Branch, Extreme Cloth, Dark Orb, Carniflower Seed, Carniflower Fluid, 200 gil

ANGRY FLOWER BUD

PLAYTHROUGH	DROP ITEMS
1st	Fire Magicite, Blizz. Magicite
2nd	Fire Magicite, Blizz. Magicite

Step 3: Defeat the Behemoth with Meeth

BOSS ENCOUNTER

BEHEMOTH

PLAYTHROUGH	DROP ITEMS
1st	Dark Weapon, Sahagin Fin, Flan Goop, Amphibian Head, Holy Orb, Dark Orb, Mythril, Orichalcum, 200 gil
2nd	Bestest Ladle, Amphibian Hat, Possessed Helmet, Amphibian Suit, Possessed Armor, Orichalcum, Ultimite, Yew Branch, Behemoth Horn, Behemoth Claw, Old Hellish Iron

Step 4: Defeat the Zu with Gnash

ZU

PLAYTHROUGH	DROP ITEMS
1st	Dark Weapon, Buccaneer Suit, Sailing Headwear, Ancient Scale, Holy Orb, Dark Orb, Mythril, Orichalcum, 200 gil
2nd	Lil' Yella Fella, Bad Captain Hat, Sea Captain Coat, Smooth Cloth, Dark Crystal, Ultimite, Yew Branch, Extreme Cloth, Ancient Scale, 200 gil

Step 5: Defeat the Dragon with Yuri/Chelinka

BOSS ENCOUNTER

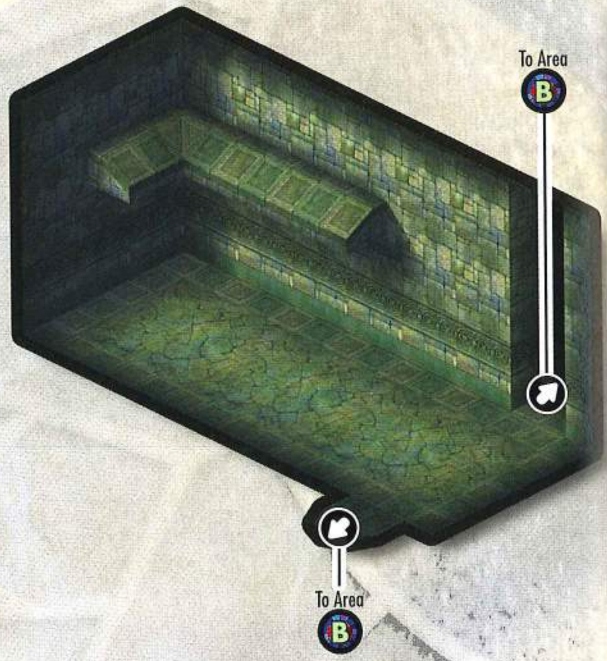
DRAGON

PLAYTHROUGH	DROP ITEMS
1st	Celestial Wpn., Templar Helmet, Templar's Armor, Mythril, Steel, Orichalcum, Sahagin Fin, Flan Goop, Meteorite, Holy Orb, Dark Orb, 200 gil
2nd	Monarch's Helm, Royal Hvy. Armor, Dark Crystal, Ultimite, Abyssian, Yew Branch, Stained Fin, Dragon Horn, Dragon Scale, 200 gil

AREA C

Here's a fun little room. When you enter here, endless waves of monsters appear—pairs of Scary Spikes and Lizardmen alternating with a single massive Chimera. (Note: the next wave won't materialize until you've beaten the previous one.) You can fight to your heart's content, racking up EXP to level up your characters. You can also score lots of magicites and other items dropped by defeated beasts.

HP 348/348
SP 251/305



Crystal Records

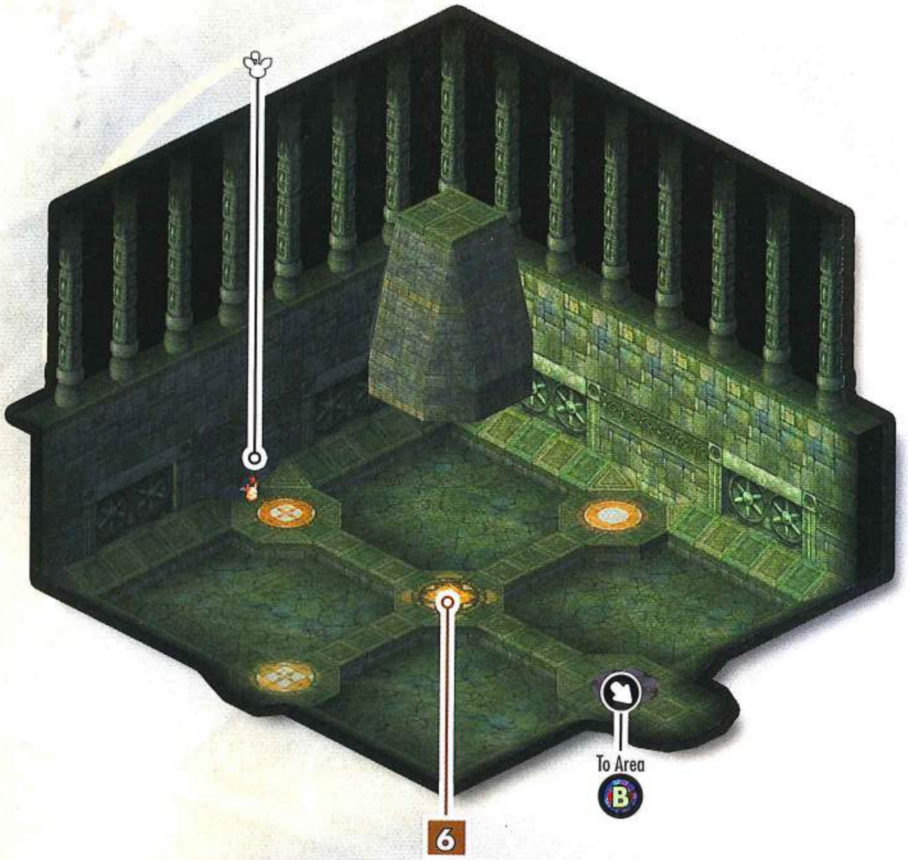
AREA D

Step 6: Use the Warp Portal to Get to the Great Galdes

After Yuri/Chelinka defeat the Dragon boss, the team reunites in this area. You can hop right into the glowing portal and warp to Area **E** where the Great Galdes awaits you. Or you can turn around, jump in the black swirling portal, and warp back to Area **B**.

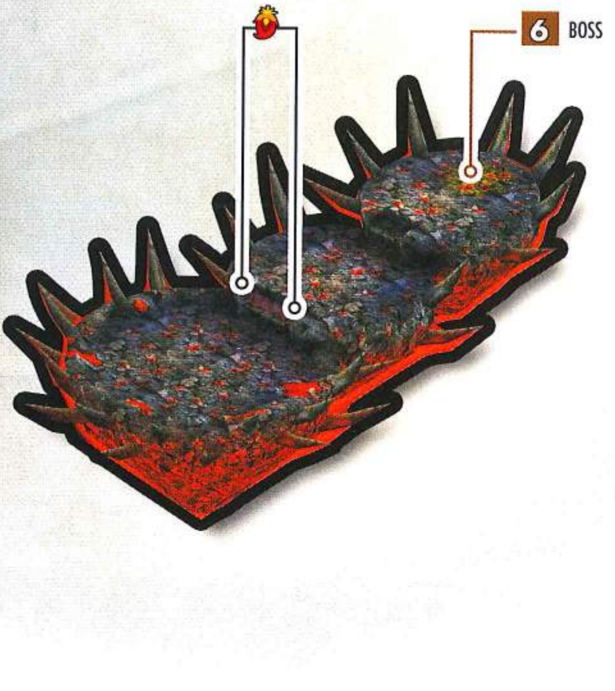
HP 348/348
SP 305/305

From Area **B** you can use either side exit to the monster combat arena (see the Area **C** walkthrough section) or head back to Rebena Te Ra and stock up if you're low on magic goods, plus pick up the best-quality equipment you can afford for everyone in your party. Then come back here and go meet Galdes.



AREA E

Galdes tries to create a world where he can face Yuri alone, without the support of Chelinka. But guess what? No such world exists. So now it's time to fight.

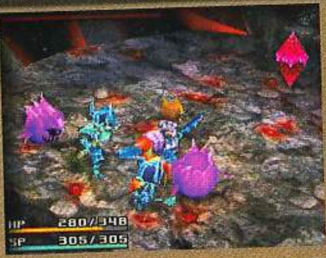


Step 7: Defeat Great Galdes

You fight Great Galdes in two sequences. The first is here in Area **E**; the second is in the black space of Area **F**.

GREAT GALDES: PART 1

This area is a three-section battlefield. Sister Bombs roam the area, and a Red Crystal in each of the first two sections generate barriers that keep you from advancing to the next section.

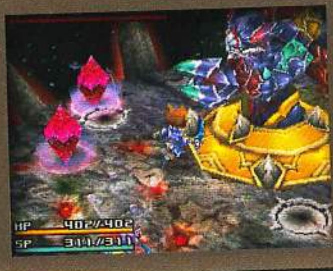


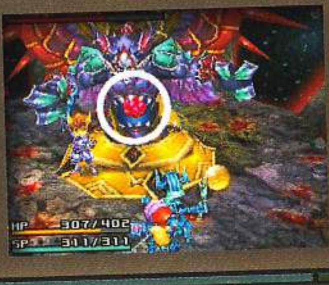
Rely on physical attacks here: Galdes and his minions have some resistances to magic.

The Bombs keep respawning, so focus your primary attention on the crystals. When you defeat the first crystal, the red barrier dissipates and you can hop up to the next section; the previous section collapses and falls away. Repeat the process on the second section so you can reach Great Galdes, who sits on a yellow dais in the third section.

Great Galdes has four Red Crystals with him. He also casts very powerful magic, so move to avoid his target rings as much as possible. Eliminate the crystals, then concentrate on smashing all the rotating spikes that circle the dais where Galdes is perched. When you destroy the last spike, the boss's chest opens to reveal a red crystal. Hop up on the yellow dais to attack the crystal, then hustle away. Keep circling and jumping to avoid his spells, and keep your team moving too by hitting the L Button repeatedly. Hit and run!

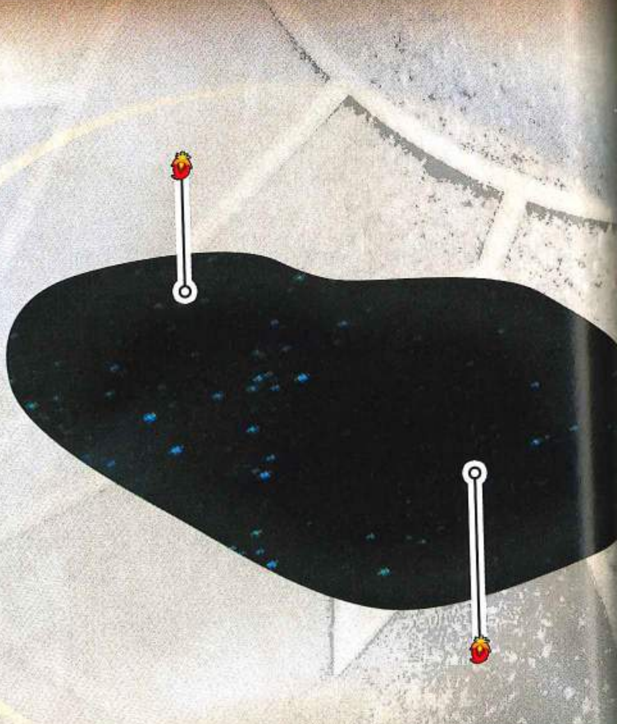
Once Great Galdes's HP in Area E has been reduced to half, you automatically move to Area F, the field for your final battle.





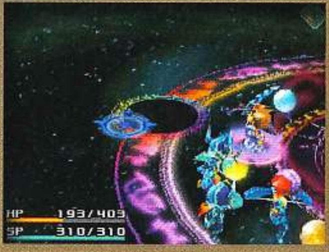
AREA F

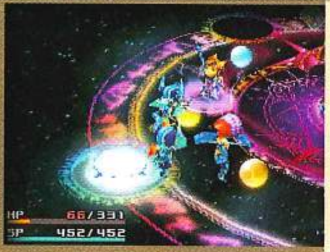
Here's where you fight your final battle against Great Galdes. Good luck! Note that Galdes leaves no items behind when defeated.



GREAT GALDES: PART 2

Great Galdes fully replenishes his HP to start, but his attack patterns don't change, nor should your own tactics. Keep circling him and dodging away from his target rings, and use that L Button to pull your allies away from danger too.





Take down the spikes rotating around him, then strike hard and fast when Great Galdes is forced to expose his chest crystal again.

When the boss's HP finally drops to zero, a large, rotating magic circle appears. Four smaller disks are located at the four points of the circle. These disks start out empty or "open." To win, you must direct each one of your four party members to cast magic (any spell will do) on an open disk.

Each time you successfully cast any spell on an open disk, it glows and "closes," and the game automatically scrolls to the next party member. That next member can't cast magic on any of the previously closed disks; the next spell must hit an open disk. Keep going until all four disks have been hit with magic and closed.

But before you cast the first spell, make sure no one in your party is incapacitated. (See the "Very Important Point" below.) You have 40 seconds before the boss revives with his HP fully restored, so hurry! If you fail three times to complete the task, a moogle appears with a hint.

Very Important Point:

Make sure you cast Raise on any incapacitated party members *before* starting the process of casting spells on the revolving disks. Again, *each one* of your four party members must successfully cast one spell on an open disk; and again, after one member casts a spell on a circle, the game automatically scrolls to the next member. But if the game scrolls to an incapacitated party member, you are trapped controlling a character who cannot cast spells! Since you can't switch characters, the boss will revive before you can do anything. Very frustrating!

HP 185/403
SP 310/310

The Price of Power

AFTER THE FINAL BOSS FIGHT

Once you've defeated Great Galdes you see a long sequence between brother and sister, and then view the truly nightmarish fate bestowed upon Galdes.

When control returns after the long scene, guide Yuri back to Rebena Te Ra, where you can stroll around and talk to Al, Gnash, Meeth, and other citizens and soldiers. Be sure to visit King Kolka in the Royal Castle throne room to learn an important piece of the story. Then exit the city and return Home.

Ring of Fates

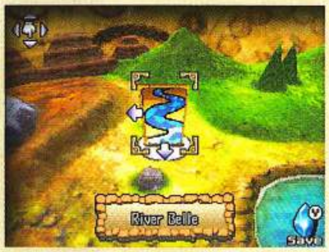
HOME/VILLA

When you arrive, view the ending, then save your data so you can play the game again later. On your second playthrough, enemies are stronger, but you are too, and you can acquire stronger items.

Congratulations! You just mastered a great game. Keep in mind that on your second playthrough you can access a new region, River Belle. Beating the boss there gives you materials for the strongest weapon in the game. You can go to River Belle after you return as a young child from your first expedition to Mount Vaal and go through the transformation to an older character.

River Belle

During your second playthrough in Story Mode, when the grown-up Yuri first goes out onto the World Map, a new region called River Belle appears north of Rebena Te Ra. Signs along the river indicate the presence of a nearby moogle village.



CHIMERA

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	3774	5274
EXP	-	1304	2000

GOBLIN LORD

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	1952	3252
EXP	-	1160	1680

SAHAGIN

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	2203	3453
EXP	-	1072	1640

SPIKE KING

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	1468	2568
EXP	-	976	1520

MU

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	1112	2112
EXP	-	920	1200

GIANT CRAB

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	-	7500	9000
EXP	-	1700	3500
			BOSS

ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Blizz. Magicite	100	Thunder Magicite	100	Cure Magicite	100	-	B	B	B	
2	Cure Magicite	100	Cure Magicite	100	Clear Magicite	100	Raise Magicite	100	-	B	B	B	
3	Band of Strength	36	Band of Mystique	28	Band of Security	36	-	-	-	A	A	A	
4	Lucidity Emblem	30	Time Emblem	30	Black Emblem	30	100 gil	10	-	A	A	A	
5	Braid of Time	50	Braid of Old	50	-	-	-	-	-	B	B	B	
6	Airy Jewelry	50	Grounded Jewelry	50	-	-	-	-	-	A	A	A	
7	Crystal Work	40	Playful Soul	30	Brave Soul	30	-	-	-	B	-	B	
8	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	B	B	B	
9	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	B	B	B	

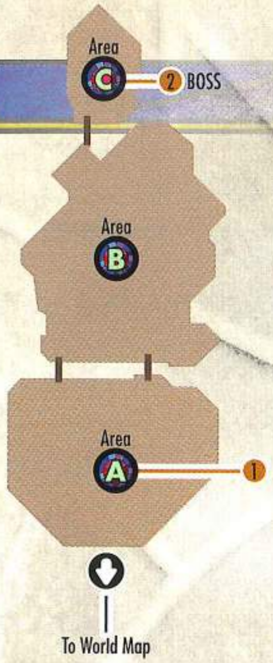
OVERVIEW: RIVER BELLE

This is a small region with just three map areas, but the enemies are powerful and all areas are filled with poisonous gas. Thus, your foes are very difficult to defeat until the later half of your second or even third playthrough. All areas here have a barrier pot tile which you can use to guard against the poison gas. But you need Meeth with you to use them, and she doesn't join your party until the Rela Cyel expedition.

Your primary goal in River Belle is to defeat the Giant Crab in Area **C** *so that the beast drops "Old Sword," the material for the most powerful weapon in the game: a sword named "Ragnarok." There's only a 30% chance that he'll drop the item, however, so you'll probably have to replay the area a few times to acquire it. Unlike the other regions of the game, if you leave River Belle, all the devices and the boss are restored to their earlier states.*

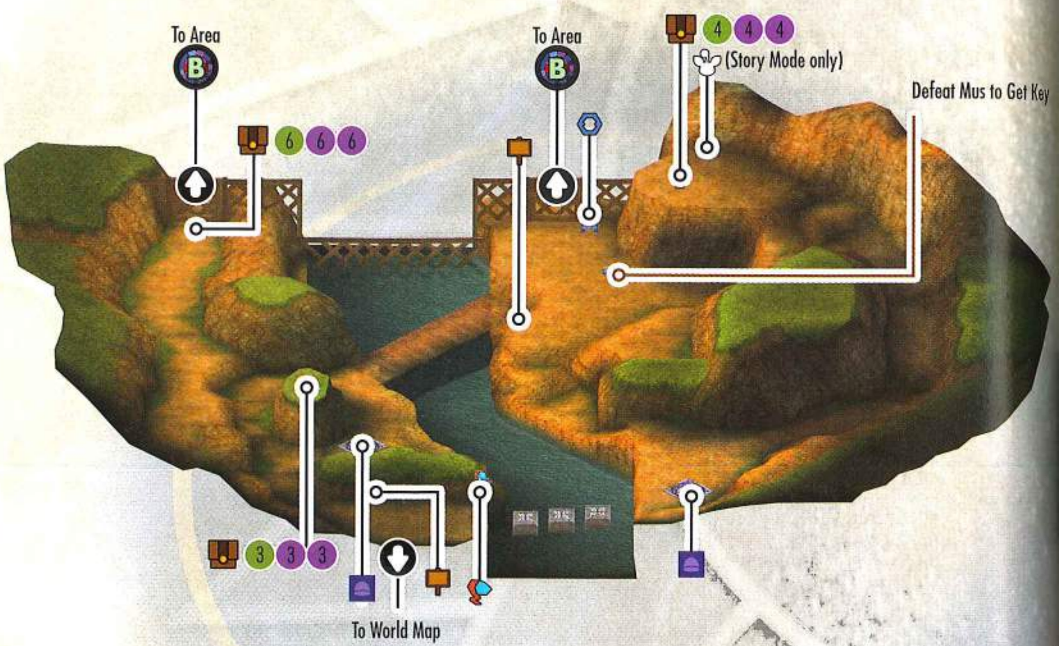
MAPS: River Belle

MAP KEY		Floor Connector	Area Connector
Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Moogle	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Moogle Plant
Moogle Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



Area C
2 BOSS
Area B
Area A
1
To World Map

AREA A



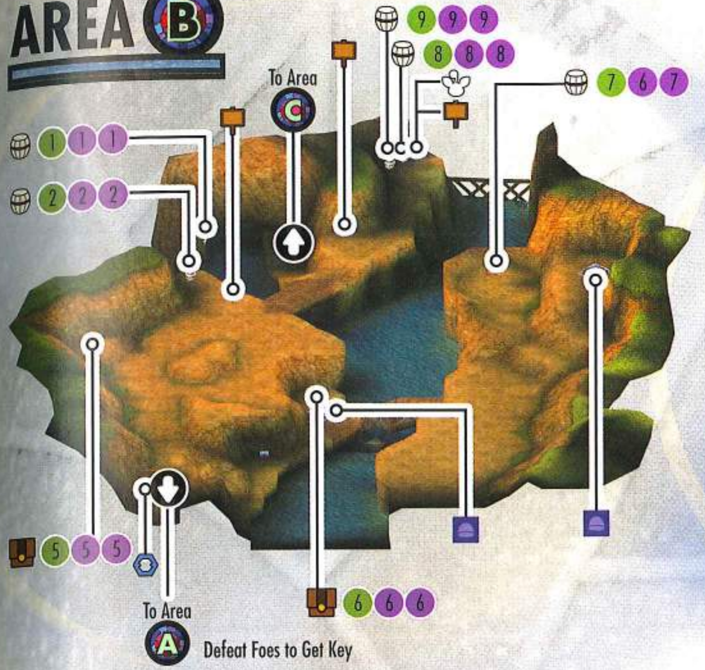
To Area B
6 6 6
To Area B
4 4 4
(Story Mode only)
Defeat Mus to Get Key
3 3 3
To World Map

HP 362/458
SP 355/355

If you have Meeth in your party, get to the barrier pot tile right away and have her make a barrier pot to carry for protection from the gas. If Al is in your party, you can use the mage's needle near the World Map exit to create stepping stones to the other side of the river. But since you can simply walk to the other side of the river using the bridge, there's no reason to go out of your way to do this.

When you defeat the two Mus near the Key Stand, a key appears. Use the key in the keyhole stand to open both of Area **A**'s gates to Area **B**.

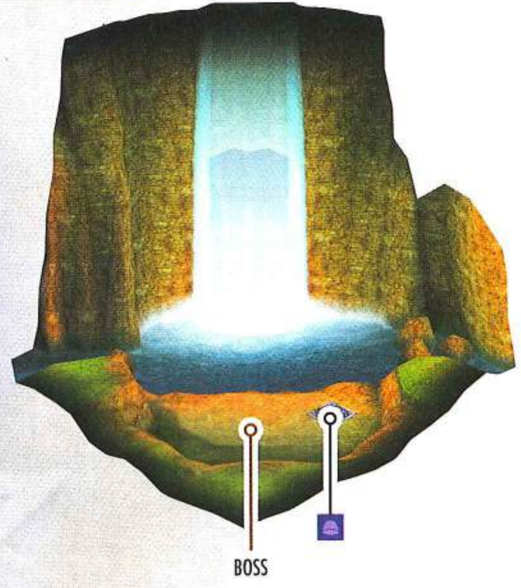
AREA B


9 9 9
8 8 8
7 6 7
To Area C
1 1 1
2 2 2
5 5 5
6 6 6
To Area A
Defeat Foes to Get Key

Once you defeat all of the Goblins, Chimeras, and Sahagins in the entire area (including the water areas), a key appears near the keyhole stand. Place the key in the stand to open the gate, though this only leads back to Area **A**. Placing the key in the stand also opens a passage to the north that leads to Area **C** where the Giant Crab lurks.

HP 445/456
SP 355/355

AREA C



When you reach this area, your crabby foe leaps down the waterfall to attack. He's huge and tough, so good luck.

BOSS ENCOUNTER

GIANT CRAB

The Giant Crab deals tremendous damage, but only to targets in front of him. Almost all of the crab's attacks can be avoided if you stay behind him. When he faces you, keep your distance! His claw swipes are brutal. Note that although the pool in Area C is filled with water, you can still walk on it.

Use the entire area to fight the Giant Crab. Dodge his toxic bubbles, which track you. When the crab jumps, you can see his shadow on the ground. Try to avoid it; if you're anywhere near the shadow, you'll take shockwave damage when he lands.

If you have Meeth when the battle begins, go directly to the barrier pot tile to have her create a barrier against the poison gas while you work to damage the boss.

HP 392/456
SP 355/355

209
HP 73/456
SP 355/355

HP 76/456
SP 355/355

105
249
95
HP 182/456
SP 355/355

PLAYTHROUGH	DROP ITEMS
2nd +	Petite Ruby, Petite Sapphire, Petite Citrine, Petite Emerald, Petite Amethyst, Petite Onyx, Dark Crystal, Old Sword, Giant Crab Shell

PART FOUR: MULTIPLAY

Ring of Fates features a multifarious Multiplay mode that lets you play with up to three other players at the same time. You can cooperate to get through areas together, or compete against each other in certain situations. Let's start by reviewing the special rules and the basic tactics for getting through Multiplay.

Select character
Bartleby
Yuke
Lv25

World Map
Multiplay
Bartleby
Lv25
Touch the panel to enter your destination.
Press ⓨ to view save options.

Multiplay Basics

Multiplay offers two modes of play. The first, Free Mode, lets you play through all of the fields and puzzles available in the Story Mode single player game; you also fight the same Story Mode bosses at the end of each field. The other, Quest Mode, offers you specific quests with a wide variety of sometimes wacky objectives to clear stages of a quest. Both Free Mode and Quest Mode have slightly different rules than the *Ring of Fates* single player game.

Note that it's called "Multiplay" instead of "Multiplayer." The reason: you can choose to play alone if you want. If you select "Play On Your Own" from the Multiplay options menu, you're indeed on your own. The enemies you face are the same in all respects, stats and otherwise, so without partners it can be very difficult to clear certain stages. But the upside is that you get all of the reward items for yourself, so you can afford to keep yourself outfitted in the best equipment available.

CHARACTERISTICS OF FREE MODE

- Work through each field on the World Map and defeat the boss that waits for you—usually at the field's end.
- Enemies are tougher than in the Story Mode single player game.
- The basic layout of the field is the same as in Story Mode, but the field devices change based on your party's composition. If you have no Lilty character in your party, for example, you'll encounter no pot tile puzzles.
- Defeating bosses opens up new fields for exploration.
- You can save your progress only on the World Map. However, if you touch a "Check Point" crystal along the way, you can restart from that crystal's location if your party is wiped out. (Each Check Point also restores your entire party's HP and SP, including incapacitated members.)

CHARACTERISTICS OF QUEST MODE

- Talk to King Kolka or (if you beat the Lich later) Tilika in Rebena Te Ra to receive quests. Meet the conditions of the quest to clear it and earn a royal reward.
- The win conditions for quests vary.
- There are two types of quests: Cooperative and Competitive. In the former, you work together with partners to complete the quest unless you choose to play solo. In the latter, players compete with each other to complete the objectives first. You can't play competitive quests alone.
- Successfully completing a quest earns rich rewards!
- You can save your progress only on the World Map.

THE FIELDS: Story Mode vs. Multiplay Free Mode

Note that the names of the fields you traverse in Free Mode may be different from their Story Mode versions. Check the names in the list below to see the differences. Note also that in Free Mode, when you clear a field and return to it later, all devices are reset. In addition, after you clear Mt. Vaal the first time, you can go to Area **H** via Area **B**. If you do so, you can fight the Yuke boss you fought in Story Mode without having to return to the Villa.

FIELD NAME CHANGES

STORY MODE	MULTIPLAY FREE MODE
Home	Villa*
Hill Caves	Valley of Heroes
Sinners' Isle	Kilanda Isle
???	Shadowland

* "Villa" appears only after you clear Story Mode and you choose "Play On Your Own" from the Multiplay menu.

HOW PARTY COMPOSITION AFFECTS PLAY

In Multiplay, the shop goods, the fields you can enter, the puzzles you must solve, and the quests you receive all change based on your party's makeup or whether you're playing by yourself. If you're playing with a group, you can go into any field that any of the party members has unlocked. You can choose any quest that any member of the party has met the conditions for. But the wares available in shops always reflect the status of the lowest-level member of the party.

CHANGES IN FIELD DEVICES

Generally, the devices (switches, levers, targets, keys and keyholes, etc.) on the field are the same in Multiplay's Free Mode as in Story Mode, but their contents may change depending on your party makeup. For example, platforms normally activated by a Yuke party member using a mage's needle just appear automatically if there is no Yuke in your party. If you don't have any Clavats in your party, iron switches become regular switches; if you don't have any Selkies, you find extra platforms in places where you would otherwise use a Selkie's double-jump. In some cases the puzzles disappear altogether if you're missing a particular tribe in your party. This makes it possible to clear all Free Mode fields regardless of your party's tribal makeup.

HOW DIFFICULTY LEVELS AFFECT PLAY

If you clear all fields from the Valley of Heroes through the Crystal Temple, your quest difficulty level increases and a new field, River Belle, is added to the World Map. Then, if you have already completed Story Mode, you will have the option of choosing between Normal and Hard levels when you return to the Valley of Heroes. If you choose Hard, you gain access to Hard versions of the fields in the same order as before. If you clear all fields other than River Belle on Hard mode, you'll gain access to Very Hard mode. In Very Hard mode, the enemies are *very* powerful, and some stages have different challenges.

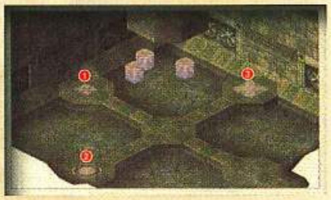
Important!

Note that once the quest difficulty level increases, it cannot be reverted to a previous level. You'll have to create a new character and start over.

Changes based on difficulty level:

- Enemies become stronger
- Enemy drop items and chest contents change
- Field devices become more complicated
- Quest rewards change

CRYSTAL TEMPLE CHANGES IN MULTIPLAY FREE MODE



The layout of the final area, the Crystal Temple, changes a bit in Multiplay Free Mode. You can't go to the Lunite Temple as you could in Story Mode, but the puzzle in the Crystal Temple's Area ○ also changes, allowing you to fight up to three bosses: Cu Chaspel, Galdes, or Great Galdes. In order to clear the Crystal Temple you need to defeat Great Galdes, but you'll fight Cu Chaspel and Galdes first, so you may want to return to town for healing before you engage.

Here's a breakdown of the Crystal Temple changes:

- If you enter the portal at (1), you warp to fight Cu Chaspel. When you leave the area after winning this battle, the portal at (2) appears.
- If you enter the portal at (2), you warp to fight Galdes. When you leave the area after winning this battle, the portal at (3) appears.
- If you enter the portal at (3), you warp to fight Great Galdes. When you win this battle, you clear the Crystal Temple and get to view the credits.

MULTIPLAY-EXCLUSIVE EVENTS!

MEET NEW CITY FOLK

When you first visit Rebena Te Ra after you start Multiplay, the plaza and streets are almost deserted. But as you clear fields, the number of citizens gradually increases and you can have conversations you won't see in Story Mode. If you meet certain conditions you can view events that are exclusive to Multiplay as well. Gamers playing as Selkies can even engage in conversations with local cats and dogs!

"New" Faces

There are some new shopkeepers in Multiplay. Say…that guy minding "Chappy's Workshop" looks vaguely familiar, doesn't he?

Welcome to Chappy's Workshop, where our motto is, "Relax and leave the customizing to us!"

MEET YURI AND CHELINKA

Here's another treat. If you saved your game after completing Story Mode, start Multiplay by playing alone. On the World Map, select "Villa" to visit the home village of Yuri and Chelinka. There you can talk to the twins, Latov, Alhanalem, Meeth, and other characters from Story Mode after the events of that game. (Be sure to try entering their house!) Keep talking to folks until they leave the Villa.

SAVE TILIKA!

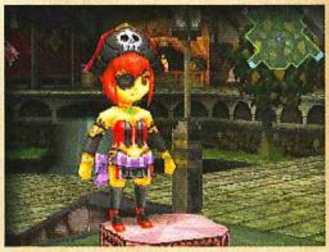
Will you lend us assistance in Rebena Te Ra's hour of need?

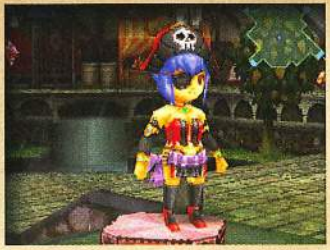
If you clear all fields in Multiplay's Free Mode, you can enter the Royal Castle's throne room then exit via the left door. At the top of the staircase you'll find Tilika, the king's daughter, and you'll end up in battle against the Lich. If you win, you can talk to Tilika instead of the king to receive your quests. In addition, if you go down the staircase, you'll find a moogle.

TRY A NEW 'DO

Once you clear Mt. Vaal in Free Mode, a hair stylist appears in Rebena Te Ra near the entrance ramp up to the Royal Castle. Unless you're a Yuke, you can talk to him and choose to change your hair color. You can change your hair color again by talking to him after clearing a quest.

Crikey. Look what you've done to your hair. What color IS that?





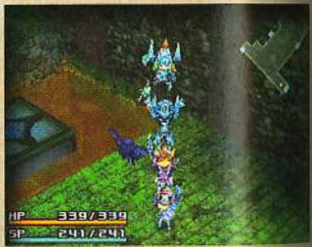
MULTIPLAY TACTICS

There are techniques you can use playing with a party in Multiplay that you can't use playing by yourself. By cooperating with friends to stack up Magic Piles, for example, you can access some powerful magic like Meteoga and Ultimaga. However, unlike in Story Mode, you cannot press L to instantly reunite your party. Use some of the techniques described below to expedite your trip through a field.

SHARE STUFF

Items that you throw out on the menu screen can be picked up by other players, so use this to trade items amongst party members. One tactic is to have high-level players give powerful items to low-level players. This way you can increase your party's overall battle power, letting you plow through fields more efficiently.

STACK YOUR PARTY



We mentioned this technique in the Game Basics section. You can use it for Story Mode, but it works just as well, if not better, during Multiplay. To access high locations you couldn't ordinarily reach, have your characters stack up on top of one another, then have them all jump in order from the lowest to the highest character.

CAST MAGIC WHILE RIDING PIGGYBACK

Normally, you can't move while casting magic, so you need to keep your distance from enemies to stay safe. However, try casting magic while standing on top of an ally. That way, the character on the bottom can move you around, so the top character can cast spells without being locked in place.

GRAB THE BLUE BOXES

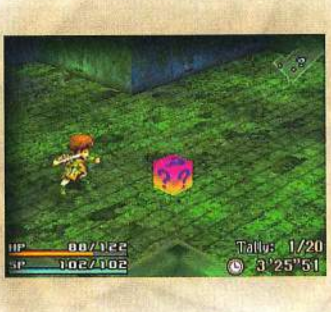
Attacking isn't the only way to slow down rivals in competitive Multiplay action. Blue boxes (see our Special Multiplay Items list below) inflict status effects on your rivals, or let you trade places with them. Make use of these to turn the tables on your opponents and steal the lead when you're falling behind.

SPECIAL MULTIPLAY ITEMS

During a quest, you regularly encounter red or blue boxes with question marks (?) etched on them. These items bestow a variety of effects on you or other players if you pick one up. Just approach a box and press Ⓐ to trigger the effect. The effect time is brief, but the advantage provided can be significant, so nab these boxes whenever you can.

Red Box: This box usually bestows a positive effect only to the player who grabs it. These generally appear during cooperative quests.

Blue Box: This box usually bestows a negative effect on players other than the person who grabbed it. These only appear during competitive quests.



When a red or blue box appears in the area, a question mark icon indicating the box's location appears on the Mini Map in the upper right corner. Use that to track down the valuable items.

MULTIPLAY POWER-UP EFFECTS: RED BOXES

NAME	EFFECT
Haste!	The user speeds up for a limited time.
Super Jump!	The user's jumping ability improves for a limited time (Selkies cannot gain this ability).
Invincible!	The user takes no damage, and the damage of the user's own attacks increases for a limited time.
Stealth!	The user becomes invisible to other players for a limited time.
Switch Frenzy!	Appears only during Starfest quests. For a limited time, it decreases the time that the blue switches inside the Starfest remain pressed, meaning that you can press them more rapidly.

MULTIPLAY POWER-UP EFFECTS: BLUE BOXES

NAME	EFFECT
Slow!	All players except the user slow down for a limited time.
Gravity!	All players except the user are unable to jump for a limited time.
Zap!	All players except the user suffer Zap status for a limited time.
Blind!	All players except the user are inflicted with Darkness status for a limited time.
Swap!	The user trades places with a random player.
Back to Start!	All players except the user are returned to the stage's starting point.

The Quests

This section introduces the 13 types of Multiplay quests available in Ring of Fates. In each section we list the quests in the order you unlock them, and give you some data and notes for each stage. We also suggest some ways to complete the more difficult quests.

The 13 quest types are as follows:

- The "Cookies" Quests (Tough, Rough, and Bad)
- Switches Galore
- Moogle Plant Harvest
- White Cats, Black Cats
- Area X51
- Speed-athlon
- Monster Jamboree
- Starfest
- Firefighters
- Team-athlon
- Invisible Stalkers
- Gladiators
- The Boss Quests (Lotsa Bosses, Even More Bosses, Biggest Baddest Bosses)

Receiving Quest Rewards

After you complete a quest, you receive your rewards from a treasure chest set in front of King Kolka's throne. You have only a limited time to retrieve these items, so grab them as soon as possible. For competitive quests, each player is ranked based on performance—the higher your rank, the closer you're placed to the treasure chest.

How to Read the Quest Data

Here's how we organized the data for each quest. The list items are pretty self-explanatory, but we'll explain just to be thorough:

THE NAME OF THE QUEST

Stages	Gives the number of stages in the quest.
Recommended Level	Suggests the approximate level your character should be in order to clear the quest, listed by the quest's difficulty level: N = Normal, H = Hard, V = Very Hard.
Time Limit	Gives the amount of time you have to complete the quest.
Area	Shows the corresponding map areas for each stage in the quest, if applicable.
Prerequisites	Lists the conditions you must meet to undertake the quest. If two prerequisites are listed, you must complete both to unlock this quest.
Rewards	Lists rewards received for clearing the quest, including consumable items, gil, scrolls, and materials. If the rewards differ based on difficulty level, they're divided up that way. However, note that for rewards given for Hard or greater difficulty levels, if anyone in the party has not cleared the necessary prerequisites to unlock that quest's Hard mode, any scrolls or materials will be changed to either petite gemstones or 100-200 gil coins. Also, the gil amounts listed are multiplied by 10 in Hard mode, and by 20 in Very Hard mode.
Notes	Gives you supplemental information about the quest, including the conditions to earn extra rewards.

The "Cookies" Quests

Players: 1-4

Type: Cooperative

Your goal here is to defeat the 20 enemies that appear in each stage within the allotted time limit. You get extra rewards for clearing the stages with time to spare, so equip items that give you high ATK and MAG stats to let you wade through enemies faster. When playing "Rough Cookies" quests on Hard level and "Bad Cookies" quests on Very Hard level, you'll have to go through more stages, but the basic rules don't change.

Characteristics of all "Cookies" quests are as follows:

- Extra rewards for clearing the stage with time to spare
- Extra time added for defeating certain batches of foes
- Treasure chest appears when you defeat all the enemies; This chest contains Cure Magicite x 2, Raise Magicite x 3, Clear Magicite, 200 gil (2000 gil on Hard, 4000 gil on Very Hard) x 2, and a warp portal to take you to the next stage
- Each quest has its own special rules
- Pick up special items to increase movement speed and jumping power, letting you shorten your clear time
- Note:Taking items from the chest appearing at the battle's end will increase your clear time, so be careful

TOUGH COOKIES

TOUGH COOKIES 1

Stages	2
Recommended Level	N: 4 H: 44 V: 82
Time Limit	4:00
Prerequisites	None.
Rewards	Blizz. Magicite, Cure Magicite, Potion, Novice's Weapon, Rugged Clothes, Oak Branch x 2, Blue Fay Dust.
Notes	If you clear the mission with 4:00+ remaining, Fire Magicite, Raise Magicite, Hand-me-downs, Bronze Lt. Armor, Sturdy Leather, Blue Stone, and Green Fay Dust will be added to your Rewards.

TOUGH COOKIES 2

Stages	2
Recommended Level	N: 4 H: 44 V: 82
Time Limit	4:00
Prerequisites	Clear Tough Cookies 1.
Rewards	Blizz. Magicite, Cure Magicite, Potion, Novice's Weapon, Rugged Clothes, Oak Branch x 2, Blue Fay Dust.
Notes	Enemy and ally movement speed is increased. If you clear the mission with 4:00+ minutes remaining, Fire Magicite, Raise Magicite, Hand-me-downs, Bronze Lt. Armor, Sturdy Leather, Blue Stone, and Green Fay Dust will be added to your Rewards.

TOUGH COOKIES 3

Stages	2
Recommended Level	N: 8 H: 48 V: 84
Time Limit	2:30
Prerequisites	Clear Valley of Heroes (Normal).
Rewards	Fire Magicite, Thunder Magicite, Raise Magicite, Red Headwear, Not Hot Outfit, Sturdy Leather, Copper, Iron Shard.
Notes	If you clear the mission with 2:30+ remaining, Cure Magicite, Ether Magicite, Child's Weapon, Bronze Helmet, Refined Iron, Refined Mythril, Iron, and Iron Shard will be added to your Rewards.

TOUGH COOKIES 4

Stages	2
Recommended Level	N: 8 H: 48 V: 84
Time Limit	2:30
Prerequisites	Clear Valley of Heroes (Normal), Tough Cookies 3.
Rewards	Fire Magicite, Thunder Magicite, Raise Magicite, Red Headwear, Not Hot Outfit, Sturdy Leather, Copper, Iron Shard.
Notes	Enemies will not drop Magicite, Potions, or Ethers when defeated. If you clear the mission with 2:30+ remaining, Cure Magicite, Ether Magicite, Child's Weapon, Bronze Helmet, Refined Iron, Refined Mythril, Iron, and Iron Shard will be added to your Rewards.

TOUGH COOKIES 5

Stages	2
Recommended Level	N: 12 H: 52 V: 86
Time Limit	5:00
Prerequisites	Clear Old Town (Normal).
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite x 2, Clear Magicite, Ether, Red Headwear, Dragonlike Helm, Iron Harness, Not Cold Outfit, Magical Raiment, Band of Strength, Copper Shard, Iron Shard, Oak Branch, Red Stone.
Notes	If you clear the mission with 5:00+ remaining, Thunderous Wpn., Band of Strength, Band of Mystique, Refined Copper, Red Fay Dust, Blue Fay Dust, White Dust, and Magic Stone will be added to your Rewards.

TOUGH COOKIES 6

Stages	2
Recommended Level	N: 12 H: 52 V: 86
Time Limit	5:00
Prerequisites	Clear Old Town (Normal), Tough Cookies 5.
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite x 2, Clear Magicite, Ether, Red Headwear, Dragonlike Helm, Iron Harness, Not Cold Outfit, Magical Raiment, Band of Strength, Copper Shard, Iron Shard, Oak Branch, Red Stone.
Notes	Enemies will be unaffected by Fire, Blizzard, and Thunder magic. If you clear the mission with 5:00+ remaining, Thunderous Wpn., Band of Strength, Band of Mystique, Refined Copper, Red Fay Dust, Blue Fay Dust, White Dust, and Magic Stone will be added to your Rewards.

TOUGH COOKIES 7

Stages	2
Recommended Level	N: 18 H: 58 V: 88
Time Limit	2:30
Prerequisites	Clear Mt. Vaal (Normal).
Rewards	Fire Magicite, Cure Magicite, Clear Magicite, Potion, Ether, Warrior's Wpn., Icy Weapon, Thunderous Wpn, Blue Headgear, Magic Headwear, Not Hot Outfit, Petite Sapphire, Copper, Iron Shard, Oak Branch, Yellow Stone.
Notes	If you clear the mission with 2:30+ remaining, Iron Helmet, Red Headwear, Iron Harness, Magical Raiment, Healing Raiment, Petite Citrine, Iron, and Tree Branch will be added to your Rewards.

TOUGH COOKIES 8

Stages	2
Recommended Level	N: 18 H: 58 V: 88
Time Limit	2:30
Prerequisites	Clear Mt. Vaal (Normal), Tough Cookies 7.
Rewards	Fire Magicite, Cure Magicite, Clear Magicite, Potion, Ether, Warrior's Wpn., Icy Weapon, Thunderous Wpn, Blue Headgear, Magic Headwear, Not Hot Outfit, Petite Sapphire, Copper, Iron Shard, Oak Branch, Yellow Stone.
Notes	Magic attacks deal 1.2x (120%) damage to both allies and enemies. If you clear the mission with 2:30+ remaining, Iron Helmet, Red Headwear, Iron Harness, Magical Raiment, Healing Raiment, Petite Citrine, Iron, and Tree Branch will be added to your Rewards.

TOUGH COOKIES 9

Stages	2
Recommended Level	N: 26 H: 66 V: 90
Time Limit	4:00
Prerequisites	Clear Abyssus Forest (Normal).
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite, Ether, Courageous Wpn., Dragonish Helm, Princess Insignia, Knight's Uniform, Fiery Garb, Dragonish Armor, Iron Shard, Silver, Red Stone, Yellow Stone, Holy Orb.
Notes	If you clear this mission with 4:00+ remaining, Fiery Garb, Band of Strength, Band of Abilities, Reddish Emblem, Petite Citrine, Blue Stone, Red Fay Dust, and Magic Stone will be added to your Rewards.

TOUGH COOKIES 10

Stages	2
Recommended Level	N: 26 H: 66 V: 90
Time Limit	4:00
Prerequisites	Clear Abyssus Forest (Normal), Tough Cookies 9.
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite, Ether, Courageous Wpn., Dragonish Helm, Princess Insignia, Knight's Uniform, Fiery Garb, Dragonish Armor, Iron Shard, Silver, Red Stone, Yellow Stone, Holy Orb.
Notes	Physical attacks deal 1.2x (120%) damage to both allies and enemies. If you clear this mission with 4:00+ remaining, Fiery Garb, Band of Strength, Band of Abilities, Reddish Emblem, Petite Citrine, Blue Stone, Red Fay Dust, and Magic Stone will be added to your Rewards.

TOUGH COOKIES 11

Stages	2
Recommended Level	N: 30 H: 70 V: 92
Time Limit	4:00
Prerequisites	Clear Kilanda Isle (Normal).
Rewards	Fire Magicite, Cure Magicite, Raise Magicite, Potion, Ether, Victorious Wpn., Silver Weapon, Anti-cold Helmet, Anti-ice Armor, Dragonish Helm, Floral Hair Tie, Band of Strength, Petite Emerald, Iron Shard, Garnet, Red Stone.
Notes	If you clear this mission with 4:00+ remaining, the following will be added to your Rewards: Sturdy Green Hat, Vexing Card, Soft Cloth, Refined Iron, Clump of Magic, Steel, Yellow Stone, Green Fay Dust.

TOUGH COOKIES 12

Stages	2
Recommended Level	N: 30 H: 70 V: 92
Time Limit	4:00
Prerequisites	Clear Kilanda Isle (Normal), Tough Cookies 11.
Rewards	Fire Magicite, Cure Magicite, Raise Magicite, Potion, Ether, Victorious Wpn., Silver Weapon, Anti-cold Helmet, Anti-ice Armor, Dragonish Helm, Floral Hair Tie, Band of Strength, Petite Emerald, Iron Shard, Garnet, Red Stone.
Notes	Time for using Cure magic and Potions is extended. If you clear this mission with 4:00+ remaining, the following will be added to your Rewards: Sturdy Green Hat, Vexing Card, Soft Cloth, Refined Iron, Clump of Magic, Steel, Yellow Stone, Green Fay Dust.

TOUGH COOKIES 13

Stages	2
Recommended Level	N: 34 H: 74 V: 94
Time Limit	4:00
Prerequisites	Clear Shadowland (Normal).
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite x 2, Raise Magicite x 2, 150 gil, Warrior's Wpn., Knight's Helmet, Ice Hat, Skeletal Mask, Floral Hair Tie, Dragonlike Armor, Fiery Garb, Samurai Armor, Black Outfit, Band of Mystique, Silver, Diamond Shard, Blue Stone, Yellow Stone x 2, Green Fay Dust, Magic Stone.
Notes	If you clear this mission with 2:00+ remaining, the following will be added to your Rewards: Bluish Emblem, Ice Covenant, Refined Copper x 2, Beast Specks, Refined Mythril, Petite Emerald, Dark Orb.

TOUGH COOKIES 14

Stages	2
Recommended Level	N: 34 H: 74 V: 94
Time Limit	4:00
Prerequisites	Clear Shadowland (Normal), Tough Cookies 13.
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite x 2, Raise Magicite x 2, 150 gil, Warrior's Wpn., Knight's Helmet, Ice Hat, Skeletal Mask, Floral Hair Tie, Dragonlike Armor, Fiery Garb, Samurai Armor, Black Outfit, Band of Mystique, Silver, Diamond Shard, Blue Stone, Yellow Stone x 2, Green Fay Dust, Magic Stone.
Notes	Magic attacks deal 1.5x (150%) damage to both allies and enemies. If you clear this mission with 2:00+ remaining, the following will be added to your Rewards: Bluish Emblem, Ice Covenant, Refined Copper x 2, Beast Specks, Refined Mythril, Petite Emerald, Dark Orb.

TOUGH COOKIES 15

Stages	2
Recommended Level	N: 40 H: 80 V: 96
Time Limit	5:00
Prerequisites	Clear Rela Cyel Past (Normal).
Rewards	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Potion, Mythril Sallet x 2, Amphibian Head, Band of Security, Band of Abilities, Reddish Emblem, Yellowish Emblem, Grounded Jewelry, Steel Cloth, Miracle Cloth, Petite Onyx, Mythril, Mythril Shard, Diamond Shard, Steel x 2, Blue Stone, Green Fay Dust.
Notes	If you clear this mission with 2:30+ remaining, the following will be added to your Rewards: Raise Magicite, Black Marble, White Marble, Refined Diamond, Petite Sapphire, Mythril Shard, Garnet, Green Fay Dust.

TOUGH COOKIES 16

Stages	2
Recommended Level	N: 40 H: 80 V: 96
Time Limit	5:00
Prerequisites	Rela Cyel Past (Normal), Tough Cookies 15.
Rewards	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Potion, Mythril Sallet x 2, Amphibian Head, Band of Security, Band of Abilities, Reddish Emblem, Yellowish Emblem, Grounded Jewelry, Steel Cloth, Miracle Cloth, Petite Onyx, Mythril, Mythril Shard, Diamond Shard, Steel x 2, Blue Stone, Green Fay Dust.
Notes	Physical attacks deal 1.5x (150%) damage to both allies and enemies. If you clear this mission with 2:30+ remaining, the following will be added to your Rewards: Raise Magicite, Black Marble, White Marble, Refined Diamond, Petite Sapphire, Mythril Shard, Garnet, Green Fay Dust.

ROUGH COOKIES

ROUGH COOKIES 1

Stages	3
Recommended Level	N: - H: 44 V: 82
Time Limit	4:00
Prerequisites	Clear all fields on Normal.
Rewards	Raise Magicite, Ether, Strongman Wpn., Breezy Weapon, Steel Cloth, Ruby, Onyx, Red Stone.
Notes	If you clear this mission with 4:00+ remaining, the following will be added to your Rewards: Potion, 10 gil, Savior Suit, Heavenly Ore, Refined Copper, Copper, Iron, Petite Sapphire.

ROUGH COOKIES 2

Stages	3
Recommended Level	N: - H: 44 V: 82
Time Limit	4:00
Prerequisites	Clear all fields on Normal, Rough Cookies 1.
Rewards	Raise Magicite, Ether, Strongman Wpn., Breezy Weapon, Steel Cloth, Ruby, Onyx, Red Stone.
Notes	Cannot use tribal abilities. If you clear this mission with 4:00+ remaining, the following will be added to your Rewards: Potion, 10 gil, Savior Suit, Heavenly Ore, Refined Copper, Copper, Iron, Petite Sapphire.

ROUGH COOKIES 3

Stages	3
Recommended Level	N: - H: 48 V: 84
Time Limit	2:30
Prerequisites	Clear all fields on Normal, Valley of Heroes (Hard).
Rewards	Fire Magicite, Potion, Knight's Weapon, Sun's Weapon, Finest Iron Helm, Sturdy Red Hat, Iron x 2.
Notes	If you clear this mission with 2:30+ remaining, the following will be added to your Rewards: Cure Magicite, Steel Armor, Heat-hating Garb, Frost-free Garb, Ruby Work, Petite Ruby, Garnet, Oak Branch.

ROUGH COOKIES 4

Stages	3
Recommended Level	N: - H: 48 V: 84
Time Limit	2:30
Prerequisites	Clear all fields on Normal, Valley of Heroes (Hard), Rough Cookies 3.
Rewards	Fire Magicite, Potion, Knight's Weapon, Sun's Weapon, Finest Iron Helm, Sturdy Red Hat, Iron x 2.
Notes	Enemies will not drop Magicite, Potions, or Ethers when defeated. If you clear this mission with 2:30+ remaining, the following will be added to your Rewards: Cure Magicite, Steel Armor, Heat-hating Garb, Frost-free Garb, Ruby Work, Petite Ruby, Garnet, Oak Branch.

ROUGH COOKIES 5

Stages	3
Recommended Level	N: - H: 52 V: 86
Time Limit	5:30
Prerequisites	Clear all fields on Normal, Old Town (Hard).
Rewards	Thunder Magicite, Cure Magicite, Potion, Ether, 10 gil, Noble's Weapon, Exorcist's Wpn., Safety Helmet, Dracolord Helm, Battle Helmet, Battle Uniform, Copper, Iron, Iron Shard, Mythril Shard, Seraph Dust.
Notes	If you clear this mission with 5:30+ remaining, the following will be added to your Rewards: Soft Cloth, Smooth Cloth, Supple Leather, Steel Cloth, Amethyst, Petite Amethyst, Red Stone, Blue Stone.

ROUGH COOKIES 6

Stages	3
Recommended Level	N: - H: 52 V: 86
Time Limit	5:30
Prerequisites	Clear all fields on Normal, Old Town (Hard), Rough Cookies 5.
Rewards	Thunder Magicite, Cure Magicite, Potion, Ether, 10 gil, Noble's Weapon, Exorcist's Wpn., Safety Helmet, Dracolord Helm, Battle Helmet, Battle Uniform, Copper, Iron, Iron Shard, Mythril Shard, Seraph Dust.
Notes	Physical and Magical attacks deal 1.2x (120%) damage to both allies and enemies. If you clear this mission with 5:30+ remaining, the following will be added to your Rewards: Soft Cloth, Smooth Cloth, Supple Leather, Steel Cloth, Amethyst, Petite Amethyst, Red Stone, Blue Stone.

ROUGH COOKIES 7

Stages	3
Recommended Level	N: - H: 58 V: 88
Time Limit	5:00
Prerequisites	Clear all fields on Normal, Mt. Vaal (Hard).
Rewards	Blizz. Magicite, Potion, Ether, Legendary Wpn. Wooden Weapon, Chic Fire Hat, Chic Ice Hat, Chic Thunder Hat, Officer's Cap, Salvation Tome, Thund. Covenant, Petite Ruby, Mythril, Orichalcum, Copper Shard, Gold.
Notes	If you clear this mission with 5:00+ remaining, the following will be added to your Rewards: 150 gil, Electric Garment, Midshipman Garb, Fire Marble, Ruby, Onyx, White Dust, Mu Fur.

ROUGH COOKIES 8

Stages	3
Recommended Level	N: - H: 58 V: 88
Time Limit	5:00
Prerequisites	Clear all fields on Normal, Mt. Vaal (Hard), Rough Cookies 7.
Rewards	Blizz. Magicite, Potion, Ether, Legendary Wpn. Wooden Weapon, Chic Fire Hat, Chic Ice Hat, Chic Thunder Hat, Officer's Cap, Salvation Tome, Thund. Covenant, Petite Ruby, Mythril, Orichalcum, Copper Shard, Gold.
Notes	Enemies will be unaffected by Fire, Blizzard, and Thunder magic. If you clear this mission with 5:00+ remaining, the following will be added to your Rewards: 150 gil, Electric Garment, Midshipman Garb, Fire Marble, Ruby, Onyx, White Dust, Mu Fur.

ROUGH COOKIES 9

Stages	3
Recommended Level	N: - H: 66 V: 90
Time Limit	6:00
Prerequisites	Clear all fields on Normal, Abyssus Forest (Hard).
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite, 150 gil x 2, Foreign Weapon, Durable Helmet, Fire & Ice Hat, Time Warp Hat, Brave Soul, Petite Emerald, Mythril, Meteorite, Dark Sapphire, Holy Orb, Black Dust.
Notes	If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Cure Magicite, 150 gil, Sturdy Green Hat, Durable Armor, Fire & Ice Cloak, Soft Cloth, Onyx, Red Orb.

ROUGH COOKIES 10

Stages	3
Recommended Level	N: - H: 66 V: 90
Time Limit	6:00
Prerequisites	Clear all fields on Normal, Abyssus Forest (Hard), Rough Cookies 9.
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite, 150 gil x 2, Foreign Weapon, Durable Helmet, Fire & Ice Hat, Time Warp Hat, Brave Soul, Petite Emerald, Mythril, Meteorite, Dark Sapphire, Holy Orb, Black Dust.
Notes	Time for using Cure magic and Potions is extended. If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Cure Magicite, 150 gil, Sturdy Green Hat, Durable Armor, Fire & Ice Cloak, Soft Cloth, Onyx, Red Orb.

ROUGH COOKIES 11

Stages	3
Recommended Level	N: - H: 70 V: 92
Time Limit	4:30
Prerequisites	Clear all fields on Normal, Kilanda Isle (Hard).
Rewards	Blizz. Magicite, Raise Magicite, Potion, Ether, 150 gil, Underworld Wpn., Conqueror Wpn., Sneaky Headwear, Engraved Band, Good Luck Band, Miracle Cloth, Heavenly Ore, Sapphire, Mythril, Orichalcum, Seraph Dust.
Notes	If you clear this mission with 4:30+ remaining, the following will be added to your Rewards: 150 gil x 2, Nymph's Allure, Spiritual Band, Heavenly Specks, Hellish Specks, Petite Citrine, Seraph Dust.

ROUGH COOKIES 12

Stages	3
Recommended Level	N: - H: 70 V: 92
Time Limit	4:30
Prerequisites	Clear all fields on Normal, Kilanda Isle (Hard), Rough Cookies 11.
Rewards	Blizz. Magicite, Raise Magicite, Potion, Ether, 150 gil, Underworld Wpn., Conqueror Wpn., Sneaky Headwear, Engraved Band, Good Luck Band, Miracle Cloth, Heavenly Ore, Sapphire, Mythril, Orichalcum, Seraph Dust.
Notes	Cannot be revived with Raise. If you clear this mission with 4:30+ remaining, the following will be added to your Rewards: 150 gil x 2, Nymph's Allure, Spiritual Band, Heavenly Specks, Hellish Specks, Petite Citrine, Seraph Dust.

ROUGH COOKIES 13

Stages	3
Recommended Level	N: - H: 74 V: 94
Time Limit	6:00
Prerequisites	Clear all fields on Normal, Shadowland (Hard).
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite x 2, Potion, Ether, 200 gil, Crystalline Wpn., Branded Weapon, Destructive Wpn., Götterdämmerung, Dragon God Helm, Dragon God Armor, Silver Armor, Fireproof Armor, Soft Cloth, Smooth Cloth, Citrine, Gold, Silver, Yellow Stone, Green Fay Dust, White Dust.
Notes	If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: 200 gil, Sub-zero Armor, Thief's Uniform, White Marble, Refined Crystal, Petite Citrine, Mythril, Orichalcum.

ROUGH COOKIES 14

Stages	3
Recommended Level	N: - H: 74 V: 94
Time Limit	6:00
Prerequisites	Clear all fields on Normal, Shadowland (Hard), Rough Cookies 13.
Rewards	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite x 2, Potion, Ether, 200 gil, Crystalline Wpn., Branded Weapon, Destructive Wpn., Götterdämmerung, Dragon God Helm, Dragon God Armor, Silver Armor, Fireproof Armor, Soft Cloth, Smooth Cloth, Citrine, Gold, Silver, Yellow Stone, Green Fay Dust, White Dust.
Notes	Physical and Magical attacks deal 1.5x (150%) damage to both allies and enemies. If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: 200 gil, Sub-zero Armor, Thief's Uniform, White Marble, Refined Crystal, Petite Citrine, Mythril, Orichalcum.

ROUGH COOKIES 15

Stages	3
Recommended Level	N: - H: 80 V: 96
Time Limit	10:00
Prerequisites	Clear all fields on Normal, Rela Cyel Past (Hard).
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite x 2, Raise Magicite, Potion, Ether, 150 gil, Branded Weapon, Housepet's Wpn. x 2, Room Service Cap, Petite Amethyst, Orichalcum, Diamond Shard, Steel, Phoenix Down, White Dust, Magic Stone, Magic Sphere.
Notes	If you clear this mission with 10:00+ remaining, the following will be added to your Rewards: 150 gil x 2, Perdition Tome, Dragon's Soul, Black Marble, White Marble, Clump of Magic, Emerald.

ROUGH COOKIES 16

Stages	3
Recommended Level	N: - H: 80 V: 96
Time Limit	10:00
Prerequisites	Clear all fields on Normal, Rela Cyel Past (Hard), Rough Cookies 15.
Rewards	Blizz. Magicite, Thunder Magicite, Cure Magicite x 2, Raise Magicite, Potion, Ether, 150 gil, Branded Weapon, Housepet's Wpn. x 2, Room Service Cap, Petite Amethyst, Orichalcum, Diamond Shard, Steel, Phoenix Down, White Dust, Magic Stone, Magic Sphere.
Notes	Cannot use Magic, Potions, or Ethers. If you clear this mission with 10:00+ remaining, the following will be added to your Rewards: 150 gil x 2, Perdition Tome, Dragon's Soul, Black Marble, White Marble, Clump of Magic, Emerald.

BAD COOKIES

BAD COOKIES 1

Stages	4
Recommended Level	N: -H: - V: 82
Time Limit	5:00
Prerequisites	Clear all fields on Hard.
Rewards	Raise Magicite, Heavenly Specks, White Marble, Refined Copper, Refined Iron, Refined Mythril, Phoenix Down, Green Fay Dust.
Notes	If you clear this mission with 5:00+ remaining, the following will be added to your Rewards: Steel Cloth, Miracle Cloth, Ruby, Petite Citrine, Holy Orb, Black Dust, Mu Fur, Magic Stone.

BAD COOKIES 2

Stages	4
Recommended Level	N: - H: - V: 82
Time Limit	5:00
Prerequisites	Clear all fields on Hard, Bad Cookies 1.
Rewards	Raise Magicite, Heavenly Specks, White Marble, Refined Copper, Refined Iron, Refined Mythril, Phoenix Down, Green Fay Dust.
Notes	Enemies will not drop Magicite, Potions, or Ethers when defeated. If you clear this mission with 5:00+ remaining, the following will be added to your Rewards: Steel Cloth, Miracle Cloth, Ruby, Petite Citrine, Holy Orb, Black Dust, Mu Fur, Magic Stone.

BAD COOKIES 3

Stages	4
Recommended Level	N: - H: - V: 84
Time Limit	3:00
Prerequisites	Clear all fields on Hard, Valley of Heroes (Very Hard).
Rewards	Cure Magicite, Raise Magicite, Frost-free Garb, Steel Cloth, Refined Iron, Iron, Mythril, Iron Shard.
Notes	If you clear this mission with 3:00+ remaining, the following will be added to your Rewards: Sturdy Red Hat, Onyx Work, Soft Cloth x 2, Smooth Cloth, Sapphire, Amethyst, Garnet.

BAD COOKIES 4

Stages	4
Recommended Level	N: - H: - V: 84
Time Limit	3:00
Prerequisites	Clear all fields on Hard, Valley of Heroes (Very Hard), Bad Cookies 3.
Rewards	Cure Magicite, Raise Magicite, Frost-free Garb, Steel Cloth, Refined Iron, Iron, Mythril, Iron Shard.
Notes	Enemies will be unaffected by Fire, Blizzard, and Thunder magic. If you clear this mission with 3:00+ remaining, the following will be added to your Rewards: Sturdy Red Hat, Onyx Work, Soft Cloth x 2, Smooth Cloth, Sapphire, Amethyst, Garnet.

BAD COOKIES 5

Stages	4
Recommended Level	N: - H: - V: 86
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Old Town (Very Hard).
Rewards	Cure Magicite, Enchanted Cloak, Mercy Raiment, Heavenly Ore, Heavenly Specks, Refined Copper, Refined Iron, Clump of Magic, Yew Branch, Steel, Seraph Dust, Red Stone, Phoenix Down, White Dust, Magic Stone.
Notes	If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Dracolord Armor, Battle Uniform, Mercy Raiment, Crystal Work, Cursed Card, Emerald, Magic Sphere x 2.

BAD COOKIES 6

Stages	4
Recommended Level	N: - H: - V: 86
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Old Town (Very Hard), Bad Cookies 5.
Rewards	Cure Magicite, Enchanted Cloak, Mercy Raiment, Heavenly Ore, Heavenly Specks, Refined Copper, Refined Iron, Clump of Magic, Yew Branch, Steel, Seraph Dust, Red Stone, Phoenix Down, White Dust, Magic Stone.
Notes	Magic attacks deal 1.2x (120%) damage to both allies and enemies. If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Dracolord Armor, Battle Uniform, Mercy Raiment, Crystal Work, Cursed Card, Emerald, Magic Sphere x 2.

BAD COOKIES 7

Stages	4
Recommended Level	N: - H: - V: 88
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Mt. Vaal (Very Hard).
Rewards	Thunder Magicite, Cure Magicite, Potion, Wooden Weapon, Icy Garment, Electric Garment, Thund. Covenant x 2, Green Covenant, Smooth Cloth, Refined Copper, Petite Onyx, Yew Branch, Seraph Dust, Red Stone, Mu Fur.
Notes	If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Supple Leather, Thunder Marble, Refined Mythril, Ruby, Red Orb, Blue Orb, Blue Fay Dust, Yellow Fay Dust.

BAD COOKIES 8

Stages	4
Recommended Level	N: - H: - V: 88
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Mt. Vaal (Very Hard), Bad Cookies 7.
Rewards	Thunder Magicite, Cure Magicite, Potion, Wooden Weapon, Icy Garment, Electric Garment, Thund. Covenant x 2, Green Covenant, Smooth Cloth, Refined Copper, Petite Onyx, Yew Branch, Seraph Dust, Red Stone, Mu Fur.
Notes	Time for using Cure magic and Potions is extended. If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Supple Leather, Thunder Marble, Refined Mythril, Ruby, Red Orb, Blue Orb, Blue Fay Dust, Yellow Fay Dust.

BAD COOKIES 9

Stages	4
Recommended Level	N: - H: - V: 90
Time Limit	7:00
Prerequisites	Clear all fields on Hard, Abyssus Forest (Very Hard).
Rewards	Potion, Cure Magicite, Time Warp Cloak, Brave Soul x 2, Soft Cloth, Smooth Cloth, Fire Marble, Thunder Marble x 2, Green Marble, Petite Sapphire, Blue Stone, Yellow Stone, Red Fay Dust, Blue Fay Dust.
Notes	If you clear this mission with 7:00+ remaining, the following will be added to your Rewards: Ether, Refined Mythril, Citrine, Red Orb, Blue Orb, Holy Orb, Green Fay Dust, Yellow Fay Dust.

BAD COOKIES 10

Stages	4
Recommended Level	N: - H: - V: 90
Time Limit	7:00
Prerequisites	Clear all fields on Hard, Abyssus Forest (Very Hard), Bad Cookies 9.
Rewards	Potion, Cure Magicite, Time Warp Cloak, Brave Soul x 2, Soft Cloth, Smooth Cloth, Fire Marble, Thunder Marble x 2, Green Marble, Petite Sapphire, Blue Stone, Yellow Stone, Red Fay Dust, Blue Fay Dust.
Notes	Physical attacks deal 1.5x (150%) damage to both allies and enemies. If you clear this mission with 7:00+ remaining, the following will be added to your Rewards: Ether, Refined Mythril, Citrine, Red Orb, Blue Orb, Holy Orb, Green Fay Dust, Yellow Fay Dust.

BAD COOKIES 11

Stages	4
Recommended Level	N: - H: - V: 92
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Kilanda Isle (Very Hard).
Rewards	Cure Magicite, Potion, One-eyed Mask, Nymph's Allure, Sneaky Garb, Engraved Band, Good Luck Band x 2, Spiritual Band, Soft Cloth, White Marble, Refined Mythril, Petite Sapphire, Meteorite, White Dust, Magic Stone.
Notes	If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Ether, Refined Diamond, Clump of Magic, Citrine, Abyssian, Seraph Dust, Sulfur Dust, Magic Sphere.

BAD COOKIES 12

Stages	4
Recommended Level	N: - H: - V: 92
Time Limit	6:00
Prerequisites	Clear all fields on Hard, Kilanda Isle (Very Hard), Bad Cookies 11.
Rewards	Cure Magicite, Potion, One-eyed Mask, Nymph's Allure, Sneaky Garb, Engraved Band, Good Luck Band x 2, Spiritual Band, Soft Cloth, White Marble, Refined Mythril, Petite Sapphire, Meteorite, White Dust, Magic Stone.
Notes	Cannot be revived with Raise, or use tribe abilities. If you clear this mission with 6:00+ remaining, the following will be added to your Rewards: Ether, Refined Diamond, Clump of Magic, Citrine, Abyssian, Seraph Dust, Sulfur Dust, Magic Sphere.

BAD COOKIES 13

Stages	4
Recommended Level	N: - H: - V: 94
Time Limit	8:00
Prerequisites	Clear all fields on Hard, Shadowland (Very Hard).
Rewards	Cure Magicite, Raise Magicite x 2, Potion x 2, Ether, Sub-zero Armor, Sea Service Suit, Extreme Cloth, Heavenly Ore, Hellish Ore, White Marble, Refined Crystal, Refined Mythril, Onyx, Steel, Seraph Dust, Yellow Orb, Dark Orb, Black Dust, White Dust, Mu Fur, Magic Stone, Magic Sphere.
Notes	If you clear this mission with 8:00+ remaining, the following will be added to your Rewards: Clear Magicite, Ether, Rm. Service Suit, Thief's Uniform, Heavenly Specks, Hellish Specks, Refined Diamond, Clump of Magic.

BAD COOKIES 14

Stages	4
Recommended Level	N: - H: - V: 94
Time Limit	8:00
Prerequisites	Clear all fields on Hard, Shadowland (Very Hard), Bad Cookies 13.
Rewards	Cure Magicite, Raise Magicite x 2, Potion x 2, Ether, Sub-zero Armor, Sea Service Suit, Extreme Cloth, Heavenly Ore, Hellish Ore, White Marble, Refined Crystal, Refined Mythril, Onyx, Steel, Seraph Dust, Yellow Orb, Dark Orb, Black Dust, White Dust, Mu Fur, Magic Stone, Magic Sphere.
Notes	Physical and Magical attacks deal 2x (200%) damage to both allies and enemies. If you clear this mission with 8:00+ remaining, the following will be added to your Rewards: Clear Magicite, Ether, Rm. Service Suit, Thief's Uniform, Heavenly Specks, Hellish Specks, Refined Diamond, Clump of Magic.

BAD COOKIES 15

Stages	4
Recommended Level	N: - H: - V: 96
Time Limit	12:00
Prerequisites	Clear all fields on Hard, Rela Cyel Past (Very Hard).
Rewards	Cure Magicite x 2, Raise Magicite, Clear Magicite, Potion, Possessed Helmet, Helm of Darkness, Hellacious Cloak, Garment of Hope, Smooth Cloth x 2, Extreme Cloth x 2, Hellish Ore, Sapphire, Crystal, Petite Ruby, Orichalcum, Yellow Feather, Yew Branch, Steel x 2, Holy Orb, Black Dust.
Notes	If you clear this mission with 12:00+ remaining, the following will be added to your Rewards: Potion, Amphibian Suit, Possessed Armor, Garment of Hope, Crystal, Meteorite, Abyssian, Dark Crystal.

BAD COOKIES 16

Stages	4
Recommended Level	N: - H: - V: 96
Time Limit	12:00
Prerequisites	Clear all fields on Hard, Rela Cyel Past (Very Hard), Bad Cookies 15.
Rewards	Cure Magicite x 2, Raise Magicite, Clear Magicite, Potion, Possessed Helmet, Helm of Darkness, Hellacious Cloak, Garment of Hope, Smooth Cloth x 2, Extreme Cloth x 2, Hellish Ore, Sapphire, Crystal, Petite Ruby, Orichalcum, Yellow Feather, Yew Branch, Steel x 2, Holy Orb, Black Dust.
Notes	Cannot use Magic, Potions, Ether, or tribe abilities. If you clear this mission with 12:00+ remaining, the following will be added to your Rewards: Potion, Amphibian Suit, Possessed Armor, Garment of Hope, Crystal, Meteorite, Abyssian, Dark Crystal.

The "Switches Galore" Quests

Players: 1-4

Type: Cooperative

In these quests you must trigger all floor switches, iron switches, magic switches, levers, magicite stands, and keyhole stands in the level to clear it. Many puzzles can't be reached by normal jumping, so you'll have to line up blocks and execute special jumps to move around. Also note that some switches and keys won't appear unless you defeat enemies first.

In this section we list the three data tables first, then include maps for each of the stages.

SWITCHES GALORE 1

Stages	3
Recommended Level	N: 1 H: 41 V: 81
Time Limit	5:00
Prerequisites	None.
Rewards: Normal	Fire Magicite, Cure Magicite, Potion, Bronze Helmet, Bronze Lt. Armor, Smooth Cloth, Copper Shard, Iron Shard.
Rewards: Hard+	Blizz. Magicite, Ether, Fledgling's Wpn., Child's Weapon, Bronze Helmet, Smooth Cloth, Copper, Iron Shard.
Notes	See our maps for each stage.

SWITCHES GALORE 2

Stages	4
Recommended Level	N: 9 H: 49 V: 85
Time Limit	12:00
Prerequisites	Clear Old Town (Normal), Switches Galore 1.
Rewards: Normal	Cure Magicite, Raise Magicite, Clear Magicite, Cute Kitty Hat, Iron Harness, Not Hot Outfit, Red Stone, Blue Stone.
Rewards: Hard+	Thunder Magicite, Exorcist's Weapon, Enchanted Hat, Heavenly Ore, Heavenly Specks, Petite Ruby, Silver, Magic Stone.
Notes	See our maps for each stage.

SWITCHES GALORE 3

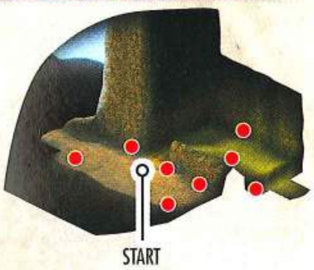
Stages	4
Recommended Level	N: 28 H: 68 V: 91
Time Limit	10:00
Prerequisites	Kilanda Isle (Normal), Switches Galore 2.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Cure Magicite, Clear Magicite, Potion, Magic Headwear, Skeletal Mask, Anti-fire Armor, Band of Abilities, Bluish Emblem, Lucidity Emblem, Cursed Card, Garnet, Steel, Red Stone, Blue Stone.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Cure Magicite, 150 gil, Top Mythril Hat, One-eyed Mask, Soft Cloth, Smooth Cloth, Hellish Ore, White Marble, Petite Ruby, Meteorite, Abyssian, Dark Orb, Holy Orb, White Dust.
Notes	See our maps for each stage.

SWITCHES GALORE: Stage Maps

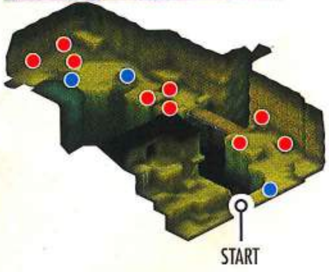
On all maps, the colored circles indicate the order in which to activate the corresponding switches.

● 1
● 2
● 3
● 4
● 5
● 6
● 7
● 8
● 9

SWITCHES GALORE 1: STAGE 1

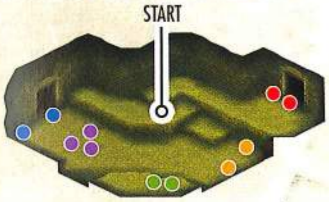


SWITCHES GALORE 1: STAGE 3

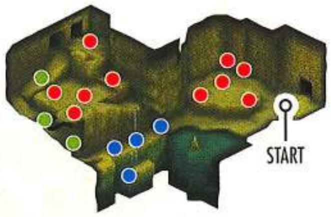


The goal here is to place huge blocks of various geometric shapes into their corresponding holes. To clear the stage, first activate all the magic switches. When you finish, the Circle block appears near the water at the upper left of the area. Place this in the Circle stand, and the Square block appears nearby. Place that in the Square stand. The Triangle block will appear near the Square stand, so place it in the Triangle stand back near your start point.

SWITCHES GALORE 1: STAGE 2

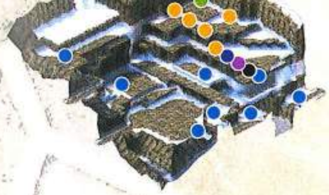


SWITCHES GALORE 2: STAGE 1



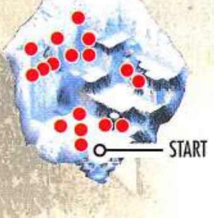
You must press several switches simultaneously here. If you have multiple party members, it's easy: just assign each member to a switch. If you have fewer party members, however, you can use the movable blocks in the area, and set them atop switches. However, you can't reach the switches above the bridge at the center of the area with normal jumping. You'll have to use the double-jump, or stack up blocks to get up to the switch platform.

SWITCHES GALORE 2: STAGE 2

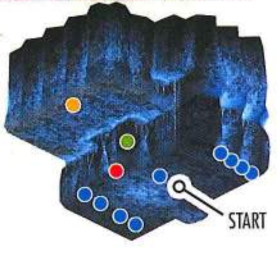


The switches here follow two patterns: some appear when you defeat enemies, and some appear when you press all the available switches. The switches are spread across a wide area, so budget your time wisely to vanquish enemies and press switches efficiently. Note that you must press the last five switches in a certain order. The correct order is Center -> Far left -> Far right -> Second from left -> Second from right. (These switches are labeled 5 through 9 in the map key.)

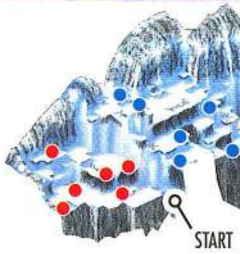
SWITCHES GALORE 2: STAGE 3



SWITCHES GALORE 2: STAGE 4

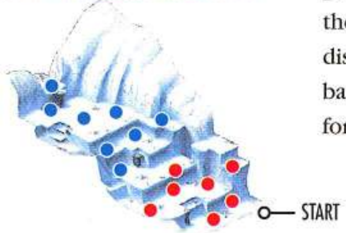


SWITCHES GALORE 3: STAGE 1



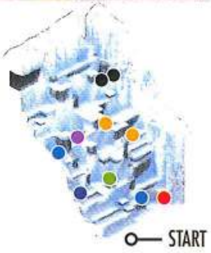
Keys are spread throughout this area. You need to place them all on the keyhole stands to clear the stage. When you place all the keys at the bottom of the cliff into their stands, a platform appears to move you to the top of the cliff. Seven more keyhole stands are at the top of the cliff, but there are no keys around. To get each key to appear, you must defeat a certain number of enemies on top of the cliff. A total of seven keys can appear, so keep defeating enemies until you get them all. Then, split up your party to get the keys in the keyhole stands, clearing the mission in the shortest possible time.

SWITCHES GALORE 3: STAGE 2

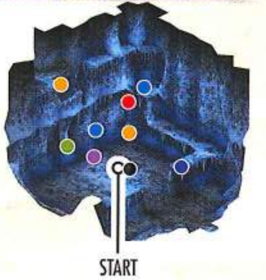


This is a difficult stage where you must simultaneously press seven switches not once, but *twice*. First, press all seven switches (marked in red on our map) in front of the barrier. To do this you'll have to use the blocks near the start point, so haul these to set them on switches. When you press all seven, the barrier disappears, and you can move onward. Eight more switches (marked in blue on our map) are beyond the barrier. You must simultaneously press all except the one at the summit. You'll need the blocks you used for the first half of the stage; haul them up and set them on switches so you can move on to the last switch.

SWITCHES GALORE 3: STAGE 3



SWITCHES GALORE 3: STAGE 4



TIPS FOR CLEARING STAGES SOLO

It's entirely possible to complete the Switches Galore quests working alone. But of course, pressing all those switches yourself is time-consuming, and clearing the stages in the allotted time can be very difficult. Here's a list of tips to help you pull it off solo:

* Constantly upgrade your equipment and make sure your level is high enough.

* Press switches as early as possible.

* When there are multiple blocks and keys, stack them up and lift the lowest one to reduce the time you have to move back and forth.

* Lay down items to remember where you started from, and defeat as few enemies as necessary.

* Gather special items like Super Jump and Haste to hit switches more quickly.

* Remember: Other than Yukes, all races move faster while charging.

Moogle Plant Harvest

Players: 2-4

Type: Competitive

Pluck the moogle plants that appear in these stages before the time limit is up. There are two types of moogle plants: blue and green. Green plants are worth one point and are plentiful, while blue are worth five and are scarce. Your ranking is determined by your point total, so grab the blue ones when you see them. Keep in mind that some moogle plants appear only if you defeat certain enemies or pull out a certain number of other moogle plants.

QUEST DATA

MOOGLE PLANT HARVEST 1

Stages	1
Recommended Level	N: 1 H: 41 V: 81
Time Limit	2:00
Prerequisites	Clear Switches Galore 1.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Ether, Child's Weapon, Secret Disguise, Rugged Clothes, Refined Copper, Iron.
Rewards: Hard+	Cure Magicite, Potion, Night Sky Wpn., Best Bronze Helm, Sturdy Green Hat, Copper Shard, Orichalcum, Meteorite.
Notes	None.

MOOGLE PLANT HARVEST 2

Stages	3
Recommended Level	N: 1 H: 41 V: 81
Time Limit	4:00
Prerequisites	Clear Moogle Plant Harvest 1.
Rewards: Normal	Thunder Magicite, Cure Magicite, Raise Magicite, Hand-me-downs, Rugged Clothes, Copper Shard, Tree Branch, Blue Fay Dust.
Rewards: Hard+	Potion, Bronze Harness, Durable Clothing, Savior Suit, Heavenly Specks, Petite Emerald, Copper, Garnet.
Notes	None.

MOOGLE PLANT HARVEST 3

Stages	5
Recommended Level	N: 6 H: 46 V: 83
Time Limit	5:00
Prerequisites	Clear Valley of Heroes (Normal), Moogle Plant Harvest 2.
Rewards: Normal	Fire Magicite, Cure Magicite, Raise Magicite, Ether, Bronze Helmet, Rugged Clothes, Soft Cloth
Rewards: Hard+	Blizz. Magicite, Sturdy Blue Hat, Frost-free Garb, Sapphire Work, Citrine Work, Petite Onyx, Mythril, Phoenix Down.
Notes	None.

MOOGLE PLANT HARVEST 4

Stages	2
Recommended Level	N: 15 H: 55 V: 87
Time Limit	5:00
Prerequisites	Clear Mt. Vaal (Normal), Moogle Plant Harvest 3.
Rewards: Normal	Fire Magicite, Thunder Magicite, Raise Magicite, Warrior's Wpn., Cute Kitty Hat, Dragonlike Armor, Copper Shard, Red Fay Dust.
Rewards: Hard+	Blizz. Magicite, Fire God's Wpn., Low Temp Wpn., Midshipman Garb, Thund. Covenant, Petite Amethyst, Holy Orb, Yellow Fay Dust.
Notes	None.

MOOGLE PLANT HARVEST 5

Stages	3
Recommended Level	N: 15 H: 55 V: 87
Time Limit	5:00
Prerequisites	Clear Mt. Vaal (Normal), Moogle Plant Harvest 4.
Rewards: Normal	Raise Magicite, Clear Magicite, Potion, Ether, Warrior's Wpn., Fiery Weapon, Dragonlike Helm, Not Cold Outfit, Cute Kitty Cloak, Band of Strength, Petite Emerald, Copper, Iron, Tree Branch, White Dust, Magic Stone.
Rewards: Hard+	Thunder Magicite, Cure Magicite, Clear Magicite, Ether, Golden Weapon, Legendary Wpn., Best Knight Helm, Chic Fire Hat, Midshipman Garb, Heavenly Ore, Heavenly Specks, Fire Marble, Mythril, Garnet, Holy Orb, Phoenix Down.
Notes	None.

MOOGLE PLANT HARVEST 6

Stages	3
Recommended Level	N: 28 H: 68 V: 91
Time Limit	10:00
Prerequisites	Clear Kilanda Isle (Normal), Moogle Plant Harvest 5.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Raise Magicite, Potion, Anti-fire Armor, Comfy Clothes x 2, Band of Security, Time Emblem, Soft Cloth, Petite Onyx, Iron, Mythril Shard, Silver x 2, Blue Fay Dust.
Rewards: Hard+	Fire Magicite, Cure Magicite, Raise Magicite, Potion, Ether, 150 gil, Underworld Wpn., Mythril Armor, Sneaky Garb, Black Marble, Refined Mythril, Onyx, Mythril Shard, Diamond, Diamond Shard, Black Dust.
Notes	None.

MOOGLE PLANT HARVEST 7

Stages	4
Recommended Level	N: 28 H: 68 V: 91
Time Limit	10:00
Prerequisites	Clear Kilanda Isle (Normal), Moogle Plant Harvest 6.
Rewards: Normal	Fire Magicite, Raise Magicite, Clear Magicite, Potion, Anti-ice Armor, Samurai Armor, Red Ritual Garb, Band of Mystique, Band of Abilities, Black Emblem, Petite Ruby, Iron, Gold, Garnet, Yellow Stone, Red Fay Dust.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Raise Magicite, Ether, 150 gil, Conqueror Wpn., Top Mythril Hat, Miracle Cloth, Heavenly Ore, Clump of Magic, Refined Diamond, Petite Amethyst, Magic Stone, Magic Sphere.
Notes	None.

MOOGLE PLANT HARVEST 8

Stages	5
Recommended Level	N: 37 H: 77 V: 95
Time Limit	10:00
Prerequisites	Clear Rela Cyel Past (Normal), Moogle Plant Harvest 7.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Cure Magicite, Raise Magicite, Ether, Relic Weapon, Mythril Sallet, Mythril Harness, Hellish Raiment, Band of Mystique, Bluish Emblem, Lucidity Emblem, Petite Emerald, Yellow Stone, Yellow Fay Dust x 2.
Rewards: Hard+	Thunder Magicite, Clear Magicite, Potion, 150 gil x 2, Monarch's Helm x 2, Garb of Darkness, Smooth Cloth, Heavenly Ore, Citrine, Petite Onyx, Steel, Holy Orb x 2, Black Dust.
Notes	None.

White Cats, Black Cats

Players: 1-4

Type: Cooperative

Your goal in this challenge is to gather the white and black cats scattered around the area and put the cats of each color into the pen with the corresponding picture on it. Any cat that you pick up struggles and runs away after a certain time period. Keep picking them up and carrying them to the pens. A cat spins while you're carrying it, and when you throw it, it flies in the direction it faces. To get it reliably into the pen, first face the pen. Then wait until the rotating cat is lined up with your direction before throwing it.

So here are the basic characteristics of the "White Cats, Black Cats" quests:

- You clear each stage when you get all of the white and black cats into the pen with the appropriately marked banner—white cats into white pen, black cats into black pen.
- Cats start rotating after you pick them up, and after a certain amount of time, they slip out of your hands.
- If a cat falls into the water or into a pit, it returns to its starting position.
- Some stages require that you solve puzzles or open chests to find cats.
- The easiest way to get a cat into its pen is to throw it so it hits the banner.

WHITE CATS, BLACK CATS 1

Stages	2
Recommended Level	N: 1 H: 41 V: 81
Time Limit	6:30
Prerequisites	Clear Switches Galore 1.
Rewards: Normal	Fire Magicite, Ether, Green Headwear, Rugged Clothes, Petite Amethyst, Blue Stone, Red Fay Dust, Yellow Fay Dust.
Rewards: Hard+	Thunder Magicite, Raise Magicite, Dark Kitty Hat, Dashing Disguise, Petite Ruby, Copper Shard, Iron Shard, Red Stone.
Notes	None.

WHITE CATS, BLACK CATS 2

Stages	3
Recommended Level	N: 15 H: 55 V: 87
Time Limit	10:00
Prerequisites	Clear Mt. Vaal (Normal), White Cat Black Cat 1.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Thunder Magicite, Potion, Fiery Weapon, Thunderous Wpn., Red Headwear, Cozy Headwear, Iron Harness, Dragonlike Armor, Band of Mystique, Petite Citrine, Iron, Iron Shard, Tree Branch, Yellow Stone.
Rewards: Hard+	Fire Magicite, Clear Magicite, 150 gil, Fiery Weapon, Low Temp Wpn., Chic Ice Hat, Chic Thunder Hat, Icy Garment, Green Covenant, Smooth Cloth, Supple Leather, Sapphire, Orichalcum, Copper Shard, Blue Orb, Yellow Orb.
Notes	None.

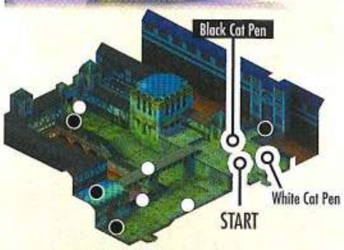
WHITE CATS, BLACK CATS 3

Stages	3
Recommended Level	N: 28 H: 68 V: 91
Time Limit	10:00
Prerequisites	Clear Kilanda Isle (Normal), White Cat Black Cat 2.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Raise Magicite, Potion, Dragonish Helm, Anti-fire Armor, Lucidity Emblem, Black Emblem, Cursed Card, Vexing Card, Petite Emerald, Iron, Gold, Silver, Yellow Stone, Blue Fay Dust.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Cure Magicite, Potion, Ether, 150 gil, Sneaky Headwear, Nymph's Allure, Hellish Ore, Heavenly Specks, Emerald, Diamond, Diamond Shard, Holy Orb, Black Dust, Magic Stone.
Notes	None.

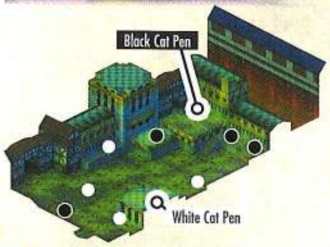
WHITE CATS, BLACK CATS: Stage Maps

On all maps, the black circles indicate black cats and the white circles indicate white cats.

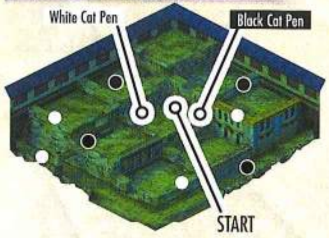
WHITE CATS, BLACK CATS 1: STAGE 1



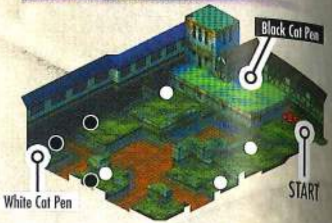
WHITE CATS, BLACK CATS 1: STAGE 2



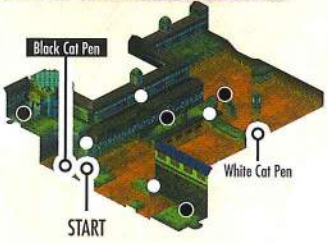
WHITE CATS, BLACK CATS 2: STAGE 1



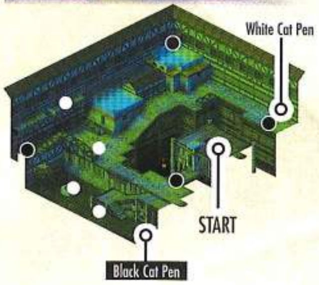
WHITE CATS, BLACK CATS 2: STAGE 2



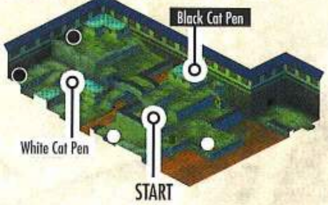
WHITE CATS, BLACK CATS 2: STAGE 3



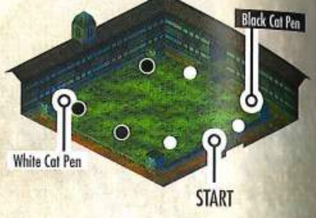
WHITE CATS, BLACK CATS 3: STAGE 1



WHITE CATS, BLACK CATS 3 STAGE 2



WHITE CATS, BLACK CATS 3: STAGE 3



Area X51

Players: 1-4

Type: Cooperative

Your quest here is to prevent the mysterious lights from abducting cows. If a light illuminates a cow for a certain period of time, that cow starts to float up into the sky. Your team members must try to jump up beneath a rising cow to hang from it; if you hang for one second, the cow is saved…for now. The alien light's position is marked by an X on an overview map shown in the upper right of the top screen. Use this to follow the light's movement around each area and save the cows it targets. If three cows are still around when the time limit expires, you clear the stage.

AREA 051

Stages	1
Recommended Level	N: 1 H: 41 V: 81
Time Limit	1:30
Area	A
Prerequisites	Clear Switches Galore 1.
Rewards: Normal	Blizz. Magicite, Clear Magicite, Potion, Novice's Weapon, Secret Disguise, Sturdy Leather, Copper, Tree Branch.
Rewards: Hard+	Cure Magicite, Durable Clothing, Supple Leather, Steel Cloth, Refined Copper, Petite Onyx, Red Stone, Green Fay Dust.
Notes	See our area map for cow locations.

AREA 151

Stages	1
Recommended Level	N: 6 H: 46 V: 83
Time Limit	2:00
Area	B
Prerequisites	Clear Valley of Heroes (Normal), Area 051.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Potion, Green Headwear, Not Cold Outfit, Copper, Iron, Oak Branch.
Rewards: Hard+	Raise Magicite, Steel Armor, Frost-free Garb, Refined Iron, Refined Mythril, Citrine, Oak Branch, Phoenix Down.
Notes	See our area map for cow locations.

AREA 251

Stages	3
Recommended Level	N: 9 H: 49 V: 85
Time Limits	Stages 1 and 2 = 1:30; Stage 3 = 2:00.
Areas	A, B, C
Prerequisites	Clear Old Town (Normal), Area 151.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Cure Magicite, Iron Harness, Not Cold Outfit, Magical Raiment, Copper, Iron.
Rewards: Hard+	Cure Magicite x 2, 100 gil, Dracolord Armor, Battle Uniform, Clump of Magic, Orichalcum, Seraph Dust.
Notes	See our area maps for cow locations.

AREA 351

Stages	2
Recommended Level	N: 15 H: 55 V: 87
Time Limits	Stage 1 = 1:30; Stage 2 = 2:00
Areas	D, E
Prerequisites	Clear Mt. Vaal (Normal), Area 251.
Rewards: Normal	Thunder Magicite, Cure Magicite, Raise Magicite, Potion, Dragonlike Helm, Cute Kitty Hat, Magic Headwear, Band of Strength, Band of Security, Refined Copper, Petite Ruby, Blue Stone, Blue Fay Dust x 2, White Dust, Magic Stone.
Rewards: Hard+	Cure Magicite, 150 gil, Fire God's Wpn., Chic Ice Hat x 2, Electric Garment x 2, Ice Marble, Thunder Marble, White Marble, Petite Citrine, Petite Amethyst, Copper, Mythril Shard, Red Orb, Red Fay Dust.
Notes	See our area maps for cow locations.

AREA 451

Stages	2
Recommended Level	N: 28 H: 68 V: 91
Time Limit	1:30 per stage
Areas	F, G
Prerequisites	Clear Kilanda Isle (Normal), Area 351.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Cure Magicite, Raise Magicite, Ether, Angel's Weapon, Dragonish Armor, Anti-fire Armor, Robber's Uniform, Red Ritual Garb, Yellowish Emblem, Petite Onyx, Garnet, Red Stone x 2, Yellow Stone.
Rewards: Hard+	Thunder Magicite, Cure Magicite, Potion, Ether, 150 gil, One-eyed Mask, Mythril Armor, Sneaky Garb, Smooth Cloth, Hellish Specks, Black Marble, Ruby, Petite Citrine, Mythril, Orichalcum, Meteorite.
Notes	See our area maps for cow locations.

AREA 551

Stages	4
Recommended Level	N: 32 H: 72 V: 93
Time Limit	1:30 per stage
Areas	D, E, F, G
Prerequisites	Clear Shadowland (Normal), Area 451.
Rewards: Normal	Fire Magicite, Blizz. Magicite x 2, Thunder Magicite, Cure Magicite, Potion, Warrior's Wpn., Fiery Weapon, Master's Weapon, Cute Kitty Hat, Thunder Hat, Samurai Helmet, Mythril Sallet, Thunderous Garb, Band of Strength x 2, Grounded Jewelry, Beast Specks, Petite Amethyst, Iron, Orichalcum, Copper Shard, Black Dust, Magic Stone.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Cure Magicite, Potion, Ether, 150 gil x 2, Room Service Cap, Fireproof Armor, Sub-zero Armor, Playful Soul, Extreme Cloth, Heavenly Ore, Hellish Ore, Refined Mythril, Refined Diamond, Black Marble, Petite Ruby, Ultimite, Red Stone, Blue Stone, Blue Fay Dust, Yellow Fay Dust, Magic Stone.
Notes	See our area maps for cow locations.

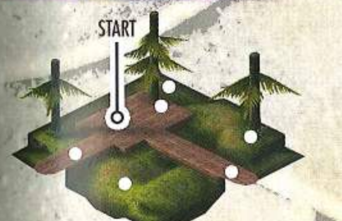
AREA 651

Stages	5
Recommended Level	N: 32 H: 72 V: 93
Time Limit	1:30
Areas	D, E, F, G, H
Prerequisites	Clear Shadowland (Normal), Area 551.
Rewards: Normal	Blizz. Magicite x 2, Cure Magicite, Raise Magicite, Clear Magicite, Potion, Thunderous Wpn., Magical Weapon, Fire Hat, Magical Raiment, Comfy Clothes, Black Outfit, Reddish Emblem, Steel Cloth, Refined Iron, Petite Emerald, Copper Shard, Iron Shard, Gold, Red Stone, Yellow Stone, Red Fay Dust, Black Dust, Magic Stone.
Rewards: Hard+	Blizz. Magicite, Thunder Magicite, Cure Magicite, Raise Magicite, Clear Magicite, Potion, Ether, 0 gil, 150 gil x 3, Crystalline Wpn., Branded Weapon, Destructive Wpn., Queen's Insignia, Explosive Mask, Emerald, Silver, Diamond, Diamond Shard, Yellow Orb, Holy Orb, Dark Orb, Magic Sphere.
Notes	See our area maps for cow locations.

AREA X51: Stage Maps

On all maps, each white circle indicates the location of a cow.

AREA X51: AREA A



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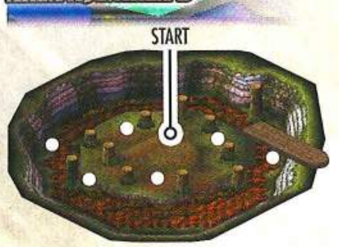

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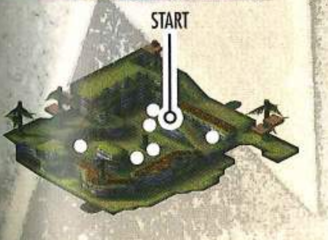

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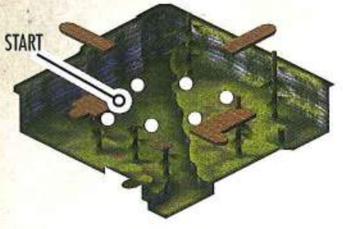

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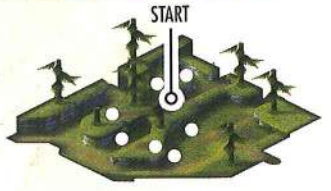

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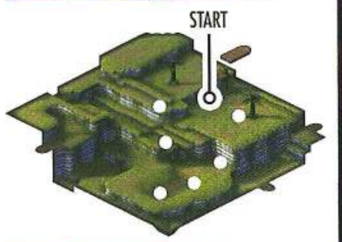
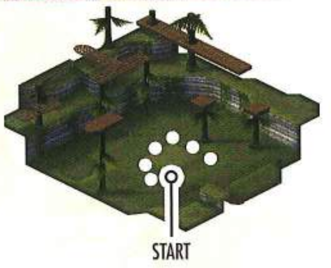
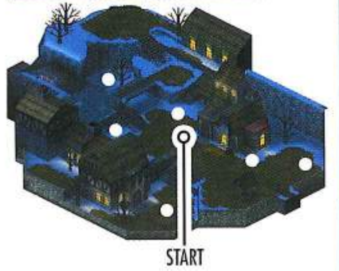


AREA X51: AREA G



AREA X51: AREA A



Speed-athlon

Players: 2-4

Type: Competitive

To win each Speed-athlon stage, you must hit the blue switch before the time limit expires. This is a competitive quest; the player who hits the switch earns 1 point, and your overall point total decides your ranking order afterward. Just reaching the switch is difficult, so prioritize getting to the switch over sabotaging the opposing players.

Throw Down

If you run into another player on a narrow platform, here's a sneaky trick: pick him up and throw him off!

SPEED-ATHLON 1

Stages	4
Recommended Level	N: 6 H: 46 V: 83
Time Limit	3:00 per stage
Prerequisites	Clear Valley of Heroes (Normal).
Rewards: Normal	Blizz. Magicite, Raise Magicite, Bronze Helmet, Green Headwear, Blue Headwear, Bronze Lt. Armor, Iron Shard, Tree Branch.
Rewards: Hard+	Fire Magicite, Finest Iron Helm, Sapphire Work, Emerald Work, Amethyst Work, Petite Amethyst, Iron Shard, Red Fay Dust.
Notes	None.

SPEED-ATHLON 2

Stages	4
Recommended Level	N: 15 H: 55 V: 87
Time Limit	3:00 per stage
Prerequisites	Clear Mt. Vaal (Normal), Speed-athlon 1.
Rewards	Thunder Magicite, Cure Magicite, Raise Magicite, Clear Magicite, Ether, Warrior's Wpn., Fiery Weapon, Not Hot Outfit, Not Cold Outfit, Healing Raiment, Cute Kitty Cloak, Copper, Copper Shard, Oak Branch, Yellow Stone, Red Fay Dust.
Rewards: Hard+	Thunder Magicite, Cure Magicite, Clear Magicite, Golden Weapon, Officer's Cap, Knight Lt. Armor, Icy Garment x 2, Salvation Tome, Ice Covenant, White Marble, Refined Copper, Petite Sapphire, Copper, Mythril Shard, Blue Fay Dust.
Notes	None.

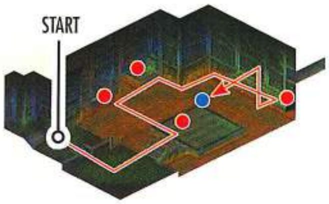
SPEED-ATHLON 3

Stages	4
Recommended Level	N: 32 H: 72 V: 93
Time Limit	3:00 per stage
Prerequisites	Clear Shadowland (Normal), Speed-athlon 2.
Rewards: Normal	Cure Magicite, Raise Magicite, Potion, Ether, Dragonlike Helm, Magic Headwear, Black Headband, Dragonlike Armor, Healing Raiment, Band of Rebirth, Steel Cloth, Extreme Cloth, Tree Branch, Steel, Red Fay Dust, Black Dust.
Rewards: Hard+	Cure Magicite, Clear Magicite, Raise Magicite, Potion, 150 gil, 180 gil x 2, Frost-free Helm, Thief Headwrap, Sea Service Suit, Petite Sapphire, Diamond Shard, Steel, Blue Orb, Black Dust, Yellow Fay Dust.
Notes	None.

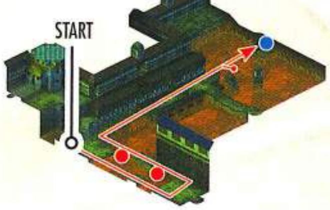
SPEED-ATHLON: Stage Maps

On all maps, the blue circles indicate the blue switch that is your goal, and the red circles indicate other switches in the area.

SPEED-ATHLON 1: STAGE 1

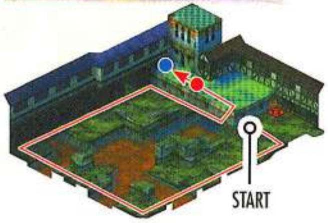


SPEED-ATHLON 1: STAGE 3

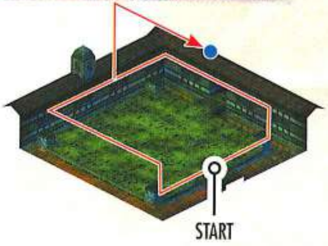


Soon after the stage begins, a platform begins moving up and down. Get on the platform just as it starts rising and jump immediately to the next platform. There's a moving switch at the end of the stage; you can't reach the blue switch unless the moving switch is pressed down. So, pick up the nearby block and stand on the switch. From there, turn toward the other switch and throw the block. When the block hits the switch, get off immediately. This way, the switch is pressed, and you can move on.

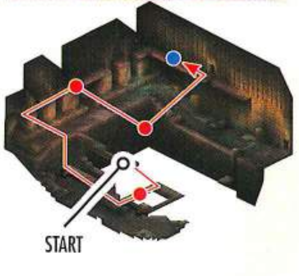
SPEED-ATHLON 1: STAGE 2



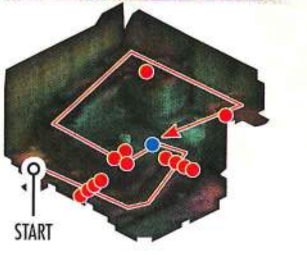
SPEED-ATHLON 1: STAGE 4



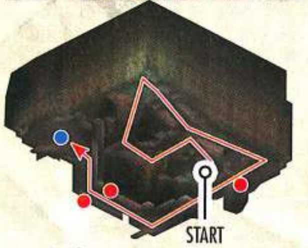
SPEED-ATHLON 1: STAGE 3



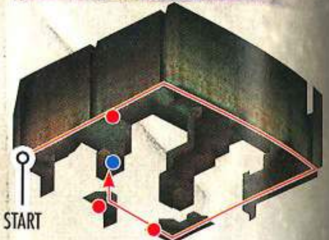
SPEED-ATHLON 2 STAGE 2



SPEED-ATHLON 2 STAGE 3

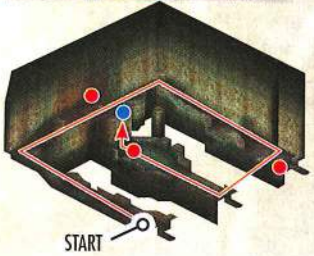


SPEED-ATHLON 2 STAGE 4



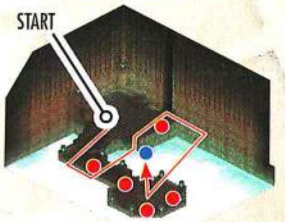
Here, the blue switch is hard to press unless the switch beside it is pressed. If you place a block on this nearby switch, pressing the blue switch becomes a lot easier. So follow our map arrow through this stage, picking up the block at each location to continue. Another technique: attack your rivals to make them drop their blocks. You'll have to stop briefly, but if you succeed, your opponent's block is returned to its starting position, making this a good way to slow your opponents' progress.

SPEED-ATHLON 3 STAGE 1



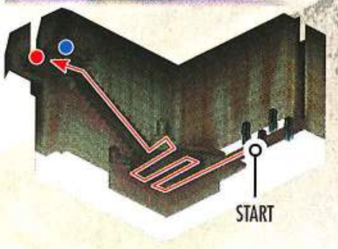
Spikes and iron ball traps are set around this area, so if you aren't careful, you can get hit and have your progress impeded. You need a block to reach the switch at the center of the area. However, the area near the switch is a cliff, so lay the block in front of the cliff. Use it as a stepping stone, and defeat the enemies on your way to trigger the appearance of a key. Pick this key up and place it in the nearby stand. After that, you're free to press the blue switch.

SPEED-ATHLON 3 STAGE 2

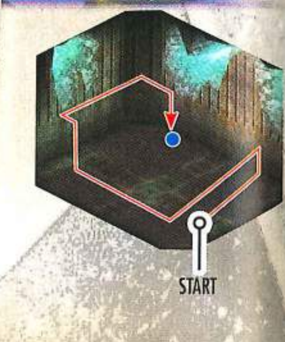


Barriers block the way to the blue switch, so you'll need to push levers to get them to disappear. However, the barriers reactivate shortly after you press the levers, so move quickly to slip through the barrier immediately after pressing the lever. After you make it through the barriers, press the switch; it activates a moving platform to take you forward. This platform is very narrow, so be careful not to fall off as you travel towards the center corridor. Three keys are there, so place one in the keyhole stand to activate the nearby platform that carries you up to the blue switch.

SPEED-ATHLON 3: STAGE 3



SPEED-ATHLON 3 STAGE 4



Monster Jamboree

Players: 2-4

Type: Competitive

In this quest, the players must defeat all the enemies as they gradually appear. For each enemy you defeat, you earn one point. The point is only granted to the one who delivers the finishing blow, so one strategy is to finish off enemies that other players have been attacking. After you defeat all the enemies, a treasure chest appears which contains three Thunder Magicites and a Cure Magicite, as well as items based on the stage's difficulty. (These items are listed under "Notes" in each of the stage tables below.)

Powerful Enemies

The enemies that appear gradually become more powerful. If the going gets too tough, you may have to cooperate with your friends to defeat certain beasts, despite the competitive nature of this quest.

MONSTER JAMBOREE 1

Stages	1
Recommended Level	N: 6 H: 46 V: 83
Time Limit	None
Prerequisites	Clear Valley of Heroes (Normal).
Rewards: Normal	Blizz. Magicite, Cure Magicite, Potion, Fledgling's Wpn., Child's Weapon, Iron Weapon, Soft Cloth, Red Fay Dust.
Rewards: Hard+	Blizz. Magicite, Onyx Work, Soft Cloth x 2, Petite Emerald, Mythril Shard, Gold, Oak Branch.
Notes	The items you receive from the chest for defeating all enemies are as follows:
Notes: Normal	Cherry Cluster, 100 gil, Not Hot Outfit, Blue Fay Dust.
Notes: Hard+	Gourd Potato, 1000 gil (2000 gil during Very Hard Mode), Heat-hating Garb, Phoenix Down.

MONSTER JAMBOREE 2

Stages	1
Recommended Level	N: 9 H: 49 V: 85
Time Limit	None
Prerequisites	Old Town (Normal), Monster Jamboree 1.
Rewards: Normal	Fire Magicite, Cure Magicite, Potion, Cozy Headwear, Healing Raiment, Refined Copper, Yellow Stone, Oak Branch.
Rewards: Hard+	Cure Magicite, Dracolord Helm, Mercy Headwear, Mercy Raiment, Refined Copper, Petite Sapphire, Steel, Mu Fur.
Notes	The items you receive from the chest for defeating all enemies are as follows:
Notes: Normal	Cherry Cluster, 150 gil, Not Cold Outfit, Red Stone.
Notes: Hard+	Gourd Potato, 1500 gil (3000 gil during Very Hard Mode), Enchanted Cloak, Holy Orb.

MONSTER JAMBOREE 3

Stages	2
Recommended Level	N: 24 H: 64 V: 89
Time Limit	None
Prerequisites	Clear Abyssus Forest (Normal), Monster Jamboree 2.
Rewards: Normal	Fire Magicite, Cure Magicite, Thunder Magicite, Dragonish Helm, Anti-ice Armor, Icy Garb, Yellow Stone, Blue Fay Dust.
Rewards: Hard+	Cure Magicite, Time Warp Cloak, Smooth Cloth, Petite Ruby, Yellow Orb, Green Orb, Dark Orb, Holy Orb.
Notes	The items you receive from the chest for defeating all enemies in Stage 1 are as follows:
Notes: Normal	Star Carrot, 150 gil, Band of Strength, Yellow Stone.
Notes: Hard+	Star Carrot, 1500 gil (3000 gil in Very Hard Mode), Black Marble, Yellow Stone.
	The items you receive from the chest for defeating all enemies in Stage 2 are as follows:
Notes: Normal	Star Carrot, 200 gil, Band of Rebirth, Red Fay Dust.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Brave Soul, Seraph Dust.

MONSTER JAMBOREE 4

Stages	3
Recommended Level	N: 24 H: 64 V: 89
Time Limit	None
Prerequisites	Clear Abyssus Forest (Normal), Monster Jamboree 3.
Rewards: Normal	Blizz. Magicite, Cure Magicite, Raise Magicite, Potion, Victorious Wpn., Anti-cold Helmet x 2, Robber's Rag, Anti-fire Armor, Band of Security, Band of Abilities, Reddish Emblem x 2, Petite Onyx, Red Stone, Yellow Stone.
Rewards: Hard+	Blizz. Magicite, Cure Magicite, Raise Magicite, Potion, Ether, 150 gil, Fire & Ice Hat, Time Warp Hat, Brave Soul, Miracle Cloth, Reddish Emblem x 2, Petite Onyx, Red Stone, Yellow Stone.
Notes	The items you receive from the chest for defeating all enemies in Stage 1 are as follows:
Notes: Normal	Star Carrot, 200 gil, Knight's Uniform, White Dust.
Notes: hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Fire & Ice Cloak, Black Dust.
	The items you receive from the chest for defeating all enemies in Stage 2 are as follows:
Notes: Normal	Star Carrot, 200 gil, Lucidity Emblem, Yellow Stone.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Refined Mythril, Mu Fur.
	The items you receive from the chest for defeating all enemies in Stage 3 are as follows:
Notes: Normal	Star Carrot, 200 gil, Refined Iron, Lizard Scale.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Green Marble, Black Dust.

MONSTER JAMBOREE 5

Stages	1
Recommended Level	N: 32 H: 72 V: 93
Time Limit	None
Prerequisites	Clear Shadowland (Normal), Monster Jamboree 4.
Rewards: Normal	Thunder Magicite, Cure Magicite, Potion, Cute Kitty Hat, Dragonlike Armor, Grand Raiment, Band of Security, Band of Mystique, Lucidity Emblem, Black Emblem, Garuda Specks, Petite Ruby, Diamond, Steel, Red Stone, Dark Orb.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, 0 gil, 150 gil, Queen's Insignia, Explosive Mask, Lion's Soul, Miracle Cloth, Heavenly Specks, Hellish Specks, Ice Marble, Citrine, Abyssian, Mythril Shard, Seraph Dust, Sulfur Dust.
Notes	The items you receive from the chest for defeating all enemies are as follows:
Notes: Normal	Star Carrot, 200 gil, Cute Kitty Cloak, Red Fay Dust.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Refined Crystal, Mu Fur.

MONSTER JAMBOREE 6

Stages	2
Recommended Level	N: 32 H: 72 V: 93
Time Limit	None
Prerequisites	Clear Shadowland (Normal), Monster Jamboree 5.
Rewards: Normal	Thunder Magicite, Raise Magicite, Potion, Ether, Relic Weapon, Courageous Wpn., Cozy Headwear, Soft Cloth, Garuda Specks x 2, Refined Iron, Refined Diamond, Copper Shard, Gold, Garnet, Oak Branch.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, 150 gil x 4, Room Service Cap, Grand Raiment, Perdition Tome, Petite Onyx, Blue Stone, Dark Orb, Holy Orb, Phoenix Down, Red Fay Dust, Mu Fur.
Notes	The items you receive from the chest for defeating all enemies in Stage 1 are as follows:
Notes: Normal	Star Carrot, 200 gil, Healing Raiment, Black Dust.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Sea Service Suit, Mu Fur.
	The items you receive from the chest for defeating all enemies in Stage 2 are as follows:
Notes: Normal	Star Carrot, 300 gil, Refined Copper, Black Dust.
	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Hellish Ore, Green Fay Dust.

MONSTER JAMBOREE 7

Stages	3
Recommended Level	N: 37 H: 77 V: 95
Time Limit	None
Prerequisites	Rela Cyel Past (Normal), Monster Jamboree 6.
Rewards: Normal	Fire Magicite, Cure Magicite, Ether, Templar Helm, Black Outfit, Mythril Harness x 2, Band of Mystique, Airy Jewelry x 2, Steel Cloth, Petite Citrine, Mythril, Mythril Shard, Diamond Shard, Black Dust.
Rewards: Hard+	Fire Magicite, Raise Magicite, 150 gil x 3, Royal Hvy. Armor, Hellish Ore, Heavenly Specks, Hellish Specks, Black Marble, Citrine, Petite Ruby, Orichalcum, Ultimite, Meteorite, Phoenix Down.
Notes	The items you receive from the chest for defeating all enemies in Stage 1 are as follows:
Notes: Normal	Star Carrot, 200 gil, Band of Mystique, Blue Stone.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Hellish Ore, Scorpion Eye.
	The items you receive from the chest for defeating all enemies in Stage 2 are as follows:
Notes: Normal	Star Carrot, 200 gil, Miracle Cloth, Yellow Fay Dust.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Hellish Specks, Scorpion Shell.
	The items you receive from the chest for defeating all enemies in Stage 3 are as follows:
Notes: Normal	Star Carrot, 200 gil, Refined Diamond, Magic Stone.
Notes: Hard+	Star Carrot, 2000 gil (4000 gil in Very Hard Mode), Bad Captain Hat, Phoenix Down.

Starfest

Players: 2-4

Type: Competitive

During each stage of these quests, players can pick up a special item called a Star Magicite. For each time period you are holding that item, you gain one point; if you press the blue switch while holding the item, you gain five points. The goal, of course, is to get the most points in the time allotted. You can also pick up a blue box that triggers the "Switch Frenzy!" effect, which shortens the time that you can press the blue switch.

STARFEST 1

Stages	1
Recommended Level	N: 6 H: 46 V: 83
Time Limit	3:00
Prerequisites	Clear Valley of Heroes (Normal).
Rewards: Normal	Cure Magicite, Raise Magicite, Potion, Bronze Lt. Armor x 2, Not Hot Outfit, Copper, Tree Branch.
Rewards: Hard+	Ether, Best Bronze Helm, Citrine Work, Smooth Cloth, Supple Leather, Emerald, Mythril, Iron Shard.
Notes	None.

STARFEST 2

Stages	2
Recommended Level	N: 6 H: 46 V: 83
Time Limit	3:00 per stage
Prerequisites	Clear Valley of Heroes (Normal), Starfest 1.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Cure Magicite, Green Headwear, Red Headwear, Sturdy Leather, Red Fay Dust, Blue Fay Dust.
Rewards: Hard+	Cure Magicite, Sturdy Red Hat, Sturdy Blue Hat, Steel Cloth, Refined Iron, Petite Citrine, Blue Fay Dust, Mu Fur.
Notes	None.

STARFEST 3

Stages	1
Recommended Level	N: 9 H: 49 V: 85
Time Limit	3:00
Prerequisites	Clear Old Town (Normal), Starfest 2.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Potion, Cute Kitty Cloak, Band of Strength, Band of Mystique, Iron Shard, Tree Branch.
Rewards: Hard+	Fire Magicite, Battle Helmet, Heavenly Ore, Refined Iron, Sapphire, Holy Orb, Phoenix Down, Magic Stone.
Notes	None.

STARFEST 4

Stages	3
Recommended Level	N: 9 H: 49 V: 85
Time Limit	3:00 per stage
Prerequisites	Clear Old Town (Normal), Starfest 3.
Rewards: Normal	Blizz. Magicite, Cure Magicite, Potion, Not Cold Outfit, Cute Kitty Cloak, Refined Iron, Tree Branch, Red Stone.
Rewards: Hard+	Clear Magicite, Battle Helmet, Enchanted Hat, Refined Copper, Refined Iron x 2, Amethyst, Seraph Dust.
Notes	None.

STARFEST 5

Stages	2
Recommended Level	N: 24 H: 64 V: 89
Time Limit	3:00 per stage
Prerequisites	Clear Abyssus Forest (Normal), Starfest 4.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Raise Magicite, Magical Weapon, Dragonish Helm, Knight's Uniform, Dragonish Armor, Silver Lt. Armor, Band of Mystique, Yellowish Emblem, Time Emblem, Iron, Mythril Shard, Silver.
Rewards: Hard+	Thunder Magicite, Cure Magicite, Raise Magicite, Potion, Ether, Durable Armor, Fire Marble, Thunder Marble, Petite Amethyst, Yellow Feather, Seraph Dust, Sulfur Dust, Red Stone, Blue Stone, White Dust, Mu Fur.
Notes	None.

STARFEST 6

Stages	3
Recommended Level	N: 24 H: 64 V: 89
Time Limit	3:00 per stage
Prerequisites	Clear Abyssus Forest (Normal), Starfest 5.
Rewards: Normal	Fire Magicite, Raise Magicite, Cure Magicite, Potion, Sturdy Green Hat, Icy Garb, Thunderous Garb, Robber's Uniform, Band of Strength, Bluish Emblem, Soft Cloth, Heavenly Specks, Petite Amethyst, Mythril Shard, Red Stone, Yellow Stone.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Clear Magicite, Potion, 150 gil, Foreign Weapon, Durable Helmet, Soft Cloth, Smooth Cloth, Amethyst, Petite Emerald, Yellow Stone, Red Orb, Phoenix Down, Red Fay Dust, Blue Fay Dust.
Notes	None.

STARFEST 7

Stages	2
Recommended Level	N: 37 H: 77 V: 95
Time Limit	3:00 per stage
Prerequisites	Clear Rela Cyel Past (Normal), Starfest 6.
Rewards: Normal	Fire Magicite, Potion, Ether x 2, Amphibian Body, Band of Strength, Band of Security, Band of Rebirth, Time Emblem, Miracle Cloth, Black Marble, Petite Sapphire, Diamond Shard, Blue Stone, Dark Orb, Black Dust.
Rewards: Hard+	Cure Magicite, Potion, 150 gil x 2, Götterdämmerung, Amphibian Suit, Hellacious Cloak, Garment of Hope, Heavenly Ore, Black Marble, White Marble, Emerald, Petite Sapphire, Steel, Dark Orb, Phoenix Down.
Notes	None.

STARFEST 8

Stages	3
Recommended Level	N: 37 H: 77 V: 95
Time Limit	3:00
Prerequisites	Clear Rela Cyel Past (Normal), Starfest 7.
Rewards: Normal	Raise Magicite, Clear Magicite, Ether, Amphibian Head, Sailing Headwear x 2, Hellish Cap, Buccaneer Suit, Band of Abilities, Airy Jewelry, Grounded Jewelry, Petite Ruby, Mythril, Steel, Red Stone, Black Dust.
Rewards: Hard+	Cure Magicite, Raise Magicite, Clear Magicite, Ether, 150 gil, Amphibian Hat, Bad Captain Hat, Possessed Armor, Garb of Darkness, Heavenly Specks, White Marble, Amethyst, Petite Citrine, Steel, Dark Orb, Magic Stone.
Notes	None.

Firefighters

Players: 1-4

Type: Cooperative

Use the water-filled jars placed throughout each stage to put out all the fires. Throwing a jar destroys it for a certain amount of time and puts out any fires near where the jar hits. If you run out of jars while fires are still burning, you lose the quest, so carefully estimate the throw distance of the jars.

A couple of firefighting techniques:

Extinguish fires simultaneously! If you throw a water jar at a place where two fires burn directly adjacent, you can put out both fires with the one jar. Obviously, this is a good way to preserve jars too.

Push jars for more accuracy. Before you pick up and toss a jar, you can fine-tune its positioning by pushing it. Just walk into the jar to nudge it in the direction you're walking.

FIREFIGHTERS 1

Stages	3
Recommended Level	N: 9 H: 49 V: 85
Time Limit	None
Prerequisites	Clear Old Town (Normal).
Rewards: Normal	Fire Magicite, Blizz. Magicite, Potion, Dragonlike Helm, Band of Security, Copper, Copper Shard, Magic Stone.
Rewards: Hard+	Ether, Enchanted Cloak, Mercy Raiment, White Marble, Petite Emerald, Phoenix Down, Mu Fur, Magic Stone.
Notes	None.

FIREFIGHTERS 2

Stages	3
Recommended Level	N: 24 H: 64 V: 89
Time Limit	None
Prerequisites	Clear Abyssus Forest (Normal), Firefighters 1.
Rewards: Normal	Fire Magicite, Thunder Magicite, Raise Magicite, Cure Magicite, Angel's Weapon, Robber's Rag, Skeletal Mask, Icy Garb, Band of Rebirth, Yellowish Emblem x 2, Black Emblem, Petite Citrine, Iron Shard, Gold, Blue Stone.
Rewards: Hard+	Fire Magicite, Thunder Magicite, Cure Magicite, Potion, Ether, Fire & Ice Hat, Fire & Ice Cloak, Time Warp Cloak, Green Marble, Black Marble, Emerald, Onyx, Sulfur Dust, Holy Orb, Yellow Fay Dust, Green Fay Dust.
Notes	None.

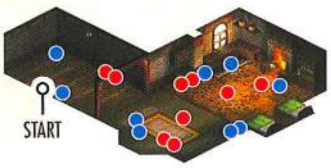
FIREFIGHTERS 3

Stages	3
Recommended Level	N: 32 H: 72 V: 93
Time Limit	None
Prerequisites	Clear Shadowland (Normal), Firefighters 2.
Rewards: Normal	Blizz. Magicite, Cure Magicite x 3, Raise Magicite, Potion, Magical Raiment, Knight's Uniform, Icy Garb, Mythril Harness, Band of Security, Yellowish Emblem, Airy Jewelry, Soft Cloth, Steel Cloth, Beast Specks, Refined Copper, Petite Citrine, Iron Shard, Diamond Shard, Red Stone, Yellow Fay Dust, Green Fay Dust, Black Dust.
Rewards: Hard+	Blizz. Magicite x 2, Cure Magicite, Clear Magicite, Potion, 150 gil x 3, Götterdämmerung, Dragon God Helm, Ogre's Helmet, Lined Head Cover, Grand Raiment, Royal Raiment, Rm. Service Suit, Refined Crystal, Amethyst, Petite Onyx, Seraph Dust, Sulfur Dust, Yellow Orb, Blue Orb, White Dust, Mu Fur.
Notes	None.

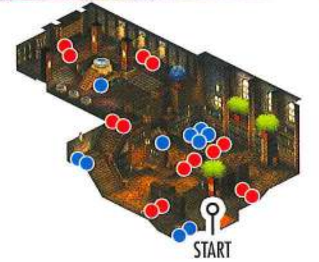
FIREFIGHTERS: Stage Maps

On all maps, the blue circles mark the location of water jars, and the red circles indicate fires in the area.

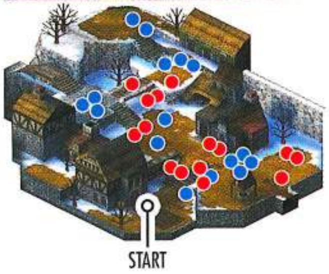
FIREFIGHTERS 1: STAGE 1



FIREFIGHTERS 1: STAGE 2

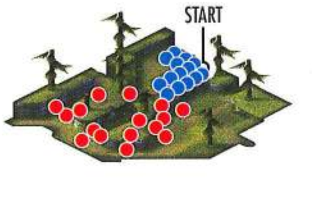


FIREFIGHTERS 1: STAGE 3

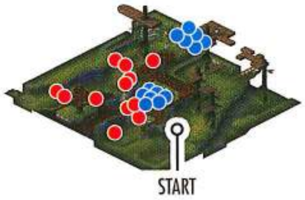


You'll find more water jars than fires in this stage, so you'll have a backup even if you miss. And because many of the fires are adjacent to each other, you can often douse multiple fires with a single jar. However, several fires burn on floating platforms that are so small it's easy to miss the platform with your jar toss. To quench these fires, pick up the jar and walk directly under the platform you want to target. Then, turn toward the fire and jump to throw the jar. This way you decrease the chance that the jar will fall off the platform's side.

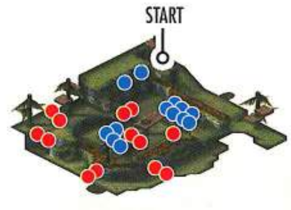
FIREFIGHTERS 2: STAGE 1



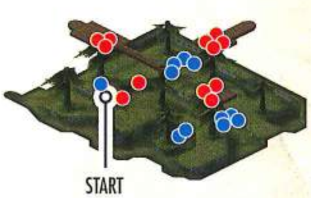
FIREFIGHTERS 2: STAGE 2



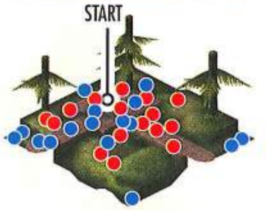
FIREFIGHTERS 2: STAGE 3



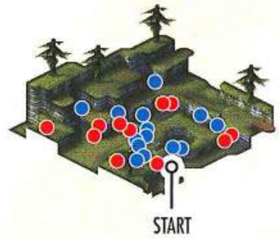
FIREFIGHTERS 3: STAGE 1



FIREFIGHTERS 3: STAGE 2



FIREFIGHTERS 3 STAGE 3



Team-athlon

Players: 2-4

Type: Cooperative

As their name implies, the Team-athlon quests require good teamwork. The party must work together to solve puzzles to get everyone to the giant switch, and then press it to complete each stage. The time limit is 10 minutes per stage, so you have plenty of time. But you can press the final switch only if everyone is together at the end, so it's important to get everyone through the puzzles together.

Team-athlon Tips

Send one person ahead to solve the puzzles, and then bring everyone else through. When traveling in groups, stand toward the center of platforms so you don't push your allies off.

TEAM-ATHLON 1

Stages	4
Recommended Level	N: 15 H: 55 V: 87
Time Limit	10:00 per stage
Prerequisites	Clear Mt. Vaal (Normal).
Rewards: Normal	Fire Magicite, Blizz. Magicite x 2, Cure Magicite, Raise Magicite, Potion, Thunderous Wpn., Iron Helmet, Blue Headwear, Magic Headwear, Not Hot Outfit, Cute Kitty Cloak, Iron, Iron Shard, Oak Branch, White Dust.
Rewards: Hard+	Fire Magicite, Cure Magicite, Clear Magicite, Midshipman Garb, Fire Covenant, Ice Covenant, Thund. Covenant, White Marble, Refined Copper, Petite Onyx, Copper Shard, Gold, Garnet, Blue Stone, Yellow Stone, Seraph Dust.
Notes	None.

TEAM-ATHLON 2

Stages	4
Recommended Level	N: 28 H: 68 V: 91
Time Limit	10:00 per stage
Prerequisites	Clear Kilanda Isle (Normal), Team-athlon 1.
Rewards: Normal	Blizz. Magicite, Thunder Magicite, Cure Magicite, Potion, Skeletal Mask, Floral Hair Tie, Dragonish Armor, Blue Ritual Garb, Reddish Emblem, Soft Cloth, Refined Iron, Petite Sapphire, Silver, Red Stone, Blue Stone, Yellow Fay Dust.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Thunder Magicite, Cure Magicite, Clear Magicite, Potion, 150 gil, Engraved Band, Good Luck Band, Spiritual Band, Soft Cloth, Petite Amethyst, Abyssian, Mythril Shard, Seraph Dust, Sulfur Dust.
Notes	None.

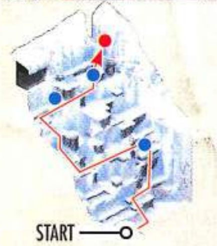
TEAM-ATHLON 3

Stages	4
Recommended Level	N: 37 H: 77 V: 95
Time Limit	10:00 per stage
Prerequisites	Clear Rela Cyel Past (Normal), Team-athlon 2.
Rewards: Normal	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite, Clear Magicite, Potion, Mythril Weapon, Dark Weapon, Templar's Armor, Band of Mystique, Reddish Emblem, Bluish Emblem, Lucidity Emblem, Black Emblem, Steel Cloth, Miracle Cloth, Black Marble, Petite Amethyst, Mythril Shard x 2, Steel, Yellow Stone x 2, Dark Orb.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Thunder Magicite x 2, Cure Magicite x 2, Potion, Sailing Headwear, Hellacious Hat, Possessed Helmet, Royal Hvy. Armor, Amphibian Suit, Sea Captain Coat, Garb of Darkness, Smooth Cloth, Hellish Specks, Petite Emerald, Petite Onyx, Dark Orb, Holy Orb, Phoenix Down, Black Dust, White Dust, Scorpion Eye.
Notes	None.

TEAM-ATHLON: Stage Maps

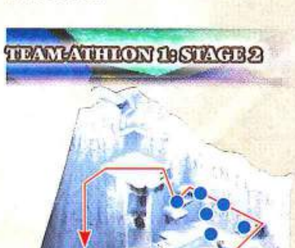
On all maps, the blue circles mark the locations of puzzle switches, and the red circle indicates the giant switch at the end.

TEAM-ATHLON 1: STAGE 1



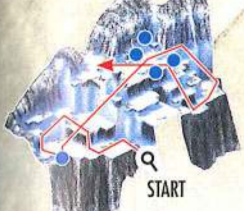
When you press each switch in this area, the corresponding platform begins to move up and down so your party can hop aboard and ride up to the next level. You must ride up a series of these platforms until you reach the giant switch. Send one player ahead to press the switches for the party. You can also work together using stacking techniques to get to far-off switches.

TEAM-ATHLON 1: STAGE 2

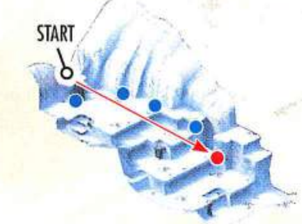


At the beginning of this stage you face fires with water jars nearby. You can't proceed until you extinguish all flames, so use the jars to douse them. (If you run out of jars before all the fires are put out, you lose the quest.) The giant switch is at the bottom of a towering cliff. Again, to successfully activate it, your entire party must press it. A good tactic here is to stack up your players and jump; this way, only the player on the bottom needs to worry about hitting the switch. Before making the jump, consult the Mini Map in the upper-right of the screen to check your positioning over the switch. If you jump from the right spot you can drop your whole party right onto the switch.

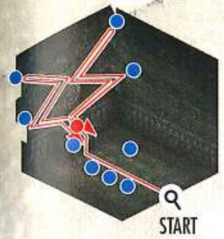
TEAM-ATHLON 1: STAGE 3



TEAM-ATHLON 1: STAGE 4

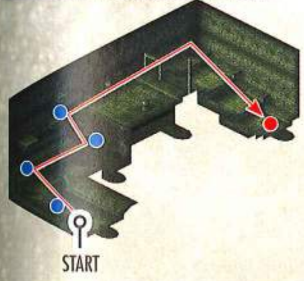


TEAM-ATHLON 2 STAGE 1



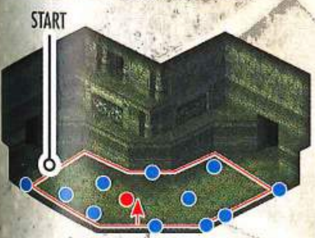
You find three levers at the starting point. If you hit all three, the top level platform moves to the left. If one player stands on this platform, the other players' platform moves. The other players must hit switches on the way, and then return to their original platform. When you reach the highest level, press the switch nearby. This activates a platform in front of the highest level, to pass beyond the highest level. After ascending the staircase, you must press the four high switches at the same time to make the giant switch appear.

TEAM-ATHLON 2 STAGE 2

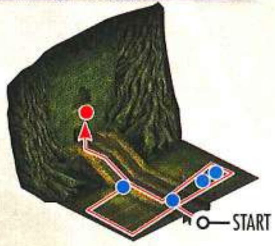


Place keys in the keyhole stands on top of the floating platforms to proceed. The platforms that the stands sit on are small, so it's easy to miss when trying to put the key in. A good method is to stand on top of the stand and drop the key from there. To reach the top, have the party form a stack with the key holder on top. Once you've placed all the keys on the stands, you can move forward. Defeat enemies as you continue to the giant switch.

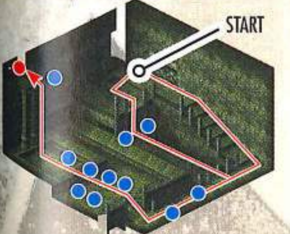
TEAM-ATHLON 2: STAGE 3



TEAM-ATHLON 2: STAGE 4

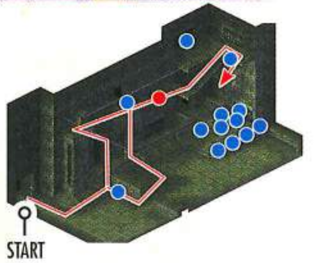


TEAM-ATHLON 3 STAGE 1



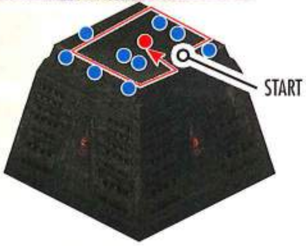
As you proceed from the start point, you find five platforms with switches on top. These platforms move up and down, so jump on each platform as it reaches its lowest point. Press all five switches, and another switch appears that moves the blocks in front of the giant switch. As long as someone stands on this switch, the other players can reach and press the switches beyond. Once you do this, the platforms continue to move even if you release the first switch. Now you can get the whole party to the giant switch.

TEAM-ATHLON 3 STAGE 2

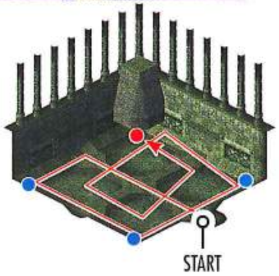


Two keys and the giant switch are near your starting point. The platform starts to move, carrying you upwards. Your destination has a rope attached, so send one person to climb it and go on ahead to press the next switch, getting the nearby platform to move. The other players should pick up the keys, and use the platform to rendezvous with the first player. When you place the keys in the stands, another platform appears. Use this to move to the giant platform, and press all the levers on top of it to make the giant switch appear.

TEAM-ATHLON 3: STAGE 3



TEAM-ATHLON 3: STAGE 4



Invisible Stalkers

Players: 1-4

Type: Cooperative

Your goal here is to defeat all the invisible enemies in the stage. Foes become visible when you pick up one of the crystals strewn about the area. They disappear again once you drop the crystal, so start attacking immediately after you drop the crystal. Though it can be a bit dangerous, one other technique is to throw items on top of enemies so that you can tell where they are without having to use the crystals. Locations of crystals are indicated by X marks on the Mini Map at the upper-right hand of the top screen.

Have a Yuke

The Invisible Stalkers quests are easier if you have a Yuke in your party. Use the Yuke's tribe ability to spot invisible enemies. Players other than the Yuke should have charge attacks prepared until the Yuke player finds the enemies.

INVISIBLE STALKERS 1

Stages	2
Recommended Level	N: 24 H: 64 V: 89
Time Limit	None
Areas	A -> B
Prerequisites	Clear Abyssus Forest (Normal).
Rewards: Normal	Fire Magicite, Raise Magicite, Potion, Ether, Dragonish Helm, Anti-ice Armor, Reddish Emblem, Lucidity Emblem x 2, Soft Cloth, Heavenly Specks, Petite Sapphire, Garnet x 2, White Dust x 2.
Rewards: Hard+	Fire Magicite, Raise Magicite, Blizz. Magicite, Potion, 150 gil, Time Warp Hat, Fire Marble, Thunder Marble, Refined Mythril, Amethyst, Seraph Dust, Blue Stone, Yellow Stone, Blue Orb, Blue Fay Dust, Mu Fur.
Notes	None.

INVISIBLE STALKERS 2

Stages	3
Recommended Level	N: 32 H: 72 V: 93
Time Limit	None
Area	C -> B -> D
Prerequisites	Clear Shadowland (Normal), Invisible Stalkers 1.
Rewards: Normal	Blizz. Magicite, Thunder Magicite x 2, Cure Magicite, Raise Magicite, Potion, Icy Weapon, Mythril Weapon, Magic Headwear, Magical Raiment, Fiery Garb, Reddish Emblem, Lucidity Emblem, Black Emblem, Soft Cloth, Steel Cloth, Garuda Specks, Refined Mythril, Petite Amethyst, Steel, Dark Orb x 2, Blue Fay Dust.
Rewards: Hard+	Fire Magicite, Blizz. Magicite, Cure Magicite, Raise Magicite, 150 gil x 4, Heat-hating Helm, Frost-free Helm, Thief Headwrap, Ash Kitty Hat, Sea Service Suit, Hellish Specks, White Marble, Clump of Magic, Petite Sapphire, Mythril, Orichalcum, Diamond Shard, Steel, Red Fay Dust, Green Fay Dust, Black Dust.
Notes	None.

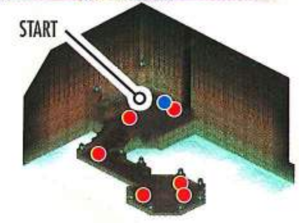
INVISIBLE STALKERS 3

Stages	3
Recommended Level	N: 37 H: 77 V: 95
Time Limit	None
Area	A -> E -> D -> F
Prerequisites	Clear Rela Cyel Past (Normal), Invisible Stalkers 2.
Rewards: Normal	Fire Magicite, Thunder Magicite, Raise Magicite, Clear Magicite, Potion, Ether, Dark Weapon, Scary Mask, Templar Helmet, Hellish Raiment x 2, Bluish Emblem, Airy Jewelry, Steel Cloth x 2, Miracle Cloth, Refined Mythril, Petite Emerald, Diamond Shard x 2, Yellow Stone, Dark Orb, Yellow Fay Dust, Green Fay Dust.
Rewards: Hard+	Fire Magicite, Cure Magicite, Ether, 150 gil x 4, Hellacious Cloak, Extreme Cloth, Heavenly Ore, Hellish Specks, Petite Amethyst x 2, Abyssian, Yellow Feather, Holy Orb, Phoenix Down, Black Dust x 2, White Dust, Scorpion Shell, Scorpion Eye, Magic Stone.
Notes	None.

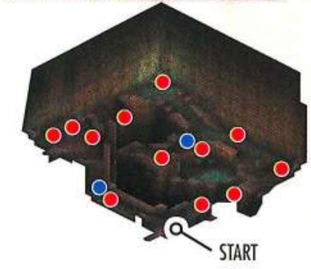
INVISIBLE STALKERS: Stage Maps

On all maps, the blue circles indicate crystals, and red circles indicate starting positions of invisible enemies. Note that in Area F, every time you defeat one set of enemies, three new ones appear. This happens 6 times, for a total of 21 enemies.

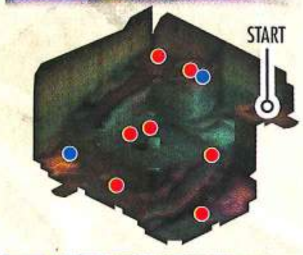
INVISIBLE STAKERS: AREA A



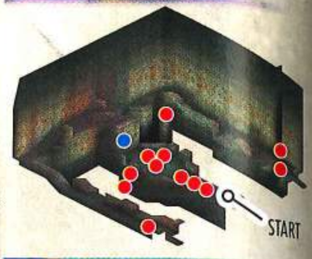
INVISIBLE STAKERS: AREA B



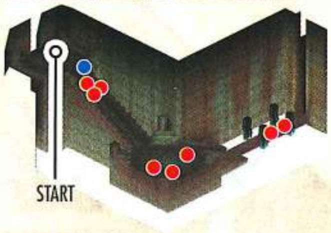
INVISIBLE STAKERS: AREA C



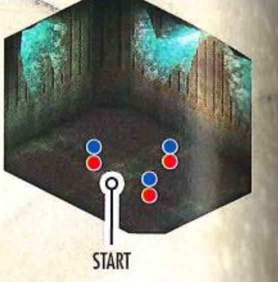
INVISIBLE STAKERS: AREA D



INVISIBLE STAKERS: AREA E



INVISIBLE STAKERS: AREA F



Gladiators

Players: 2-4

Type: Competitive

In true gladiator fashion, everyone attacks each another in this quest until only one player is left standing. You cannot use Raise abilities during Gladiators quests. The arenas contain traps that you can activate by pressing levers, as well as platforms that can get you above the other characters, so one key to victory is to use these devices to your advantage. Only the winner receives rewards when the stage is cleared, so it's a straight-on brawl.

Three Gladiator Tips

If your attacks aren't inflicting much damage on a particular opponent, try picking him up and tossing him into the lava.

From time to time, consider ganging up on stronger players.

When the difficulty level is Hard or higher, you can win scrolls for some of the highest-rated defensive items.

One other note about the Gladiators quests. Again, if you win a stage, you get all the rewards; losing players can't pick up rewards. But some of the rewards will be scrolls for equipment that can be used by only one tribe, such as "Templar's Armor" (Clavat only) and "Bad Captain Hat" (Selkie only). We suggest you give out any items you don't need to other players, particularly if the items are a tribal match for them and not you. You may be playing a competitive quest now, but upgrading everyone's equipment will be appreciated by all when you team up for cooperative quests.

GLADIATORS 1

Stages	1
Recommended Level	N: 37 H: 77 V: 95
Time Limit	None
Prerequisites	Clear Rela Cyel Past (Normal).
Rewards: Normal	Fire Magicite, Blizz. Magicite, Raise Magicite, Potion, 150 gil, Time Warp Hat, Fire Marble, Thunder Marble, Refined Mythril, Amethyst, Seraph Dust, Blue Stone, Yellow Stone, Blue Orb, Blue Fay Dust, Mu Fur.
Rewards: Hard+	Thunder Magicite, Cure Magicite, Raise Magicite, Clear Magicite, Potion, 150 gil, Possessed Armor, Extreme Cloth, Hellish Ore, Heavenly Specks, Sapphire, Yellow Feather, Dark Orb, Scorpion Eye, Magic Sphere.
Notes	None.

GLADIATORS 2

Stages	1
Recommended Level	N: 37 H: 77 V: 95
Time Limit	None
Prerequisites	Clear Rela Cyel Past (Normal).
Rewards: Normal	Raise Magicite, Potion, Ether, Sailing Headwear, Templar's Armor, Band of Strength, Lucidity Emblem, Time Emblem, Black Emblem, Braid of Old, Miracle Cloth, Petite Onyx, Steel, Dark Orb, Green Fay Dust, Black Dust.
Rewards: Hard+	Cure Magicite, Raise Magicite, Potion, 0 gil, 200 gil, Monarch's Helm, Possessed Helmet, Hellacious Hat, Royal Hvy. Armor, Sea Captain Cloak, Amphibian Suit, Ruby, Yellow Feather, Yew Branch, Scorpion Shell, Magic Stone.
Notes	None.

GLADIATORS 3

Stages	1
Recommended Level	N: 37 H: 77 V: 95
Time Limit	None
Prerequisites	Clear Rela Cyel Past (Normal).
Rewards: Normal	Blizz. Magicite, Cure Magicite, Raise Magicite, Ether, Templar's Armor, Band of Strength, Time Emblem, Lucidity Emblem, Miracle Cloth, Black Marble x 2, Petite Citrine, Red Stone x 2, Holy Orb, Black Dust.
Rewards: Hard+	Fire Magicite, Cure Magicite x 2, Raise Magicite, Clear Magicite, Potion, Ether, 150 gil, Bad Captain Hat, Hellish Ore, Heavenly Specks, Sapphire, Yellow Feather, Dark Orb, Holy Orb, Magic Sphere.
Notes	None.

Boss Rush

Players: 2-4

Type: Cooperative

In these brutal quests, you fight 15 back-to-back battles against all the bosses you fought in Free Mode. Unlike previous boss battles, these bosses are attended by nasty minions; you must divide your attention between defeating minions and defeating the boss. Your HP does not restore when you clear a stage, so you'll have to perform any healing immediately after you conquer the boss. To make things even more insane, both "Even More Bosses" and "Biggest Baddest Bosses" have time limits!

Boss Tips

The bosses fight the same way they do in Story Mode, so for combat tips against each boss, check the special boss fight sections in our Story Mode walkthrough.

Here's one special tip for the Boss Rush quests, though: when you defeat the boss, that stage's minions disappear too. So if you have a time limit, concentrate your attacks on the boss, especially if the big monster is low on HP.

FLOW OF BOSS RUSH STAGES

Stage #	Boss
1	Scorpion
2	Behemoth
3	Zu
4	Yuke
5	Angry Flower
6	Coelacanth
7	Dragon Rider
8	Dragon
9	Lich
10	Coelacanth
11	Lich
12	Giant Crab
13	Cu Chaspel
14	Galdes
15	Great Galdes

LOTSA BOSSES

Stages	15
Recommended Level	N: - H: 80 V: 99
Time Limit	None
Prerequisites	Clear all fields on Normal.
Rewards	Fire Magicite, Templar's Armor, Hellish Raiment, Band of Strength, Band of Security x 2, Band of Mystique, Yellowish Emblem x 2, Lucidity Emblem x 2, Black Emblem, Braid of Time, Grounded Jewelry, Steel Cloth, Black Marble, Refined Mythril, Refined Diamond, Ruby, Onyx, Petite Ruby, Petite Sapphire, Petite Amethyst, Petite Onyx, Red Stone, Green Fay Dust x 2, Magic Sphere.
Notes	None.

EVEN MORE BOSSES

Stages	15
Recommended Level	N: - H: - V: 99
Time Limit	30:00
Prerequisites	Clear all fields on Hard.
Rewards	Potion, Ether, 150 gil x 3, Helm of Darkness, Royal Hvy. Armor, Sea Captain Coat, Hellacious Cloak, Possessed Armor, Extreme Cloth x 2, Heavenly Specks, White Marble, Clump of Magic, Crystal, Petite Ruby, Petite Sapphire, Petite Citrine, Petite Emerald, Petite Onyx, Dark Crystal, Phoenix Down x 2, Scorpion Shell x 2, Magic Stone, Magic Sphere.
Notes	None.

BIGGEST BADDEST BOSSES

Stages	15
Recommended Level	N: - H: - V: 99
Time Limit	20:00
Prerequisites	Clear all fields on Very Hard.
Rewards	Hellacious Cloak, Garment of Hope, Garb of Darkness, Smooth Cloth, Extreme Cloth, Hellish Ore, Heavenly Specks, Hellish Specks, White Marble, Crystal, Petite Ruby, Petite Sapphire, Petite Citrine, Petite Emerald, Petite Amethyst, Petite Onyx, Dark Crystal, Meteorite, Abyssian, Yellow Feather, Steel, Dark Orb, Holy Orb, Phoenix Down, White Dust, Scorpion Eye, Magic Stone, Magic Sphere.
Notes	None.

PART FIVE DATA

BESTIARY

Oh how epic the battle between man and beast is! The love for the hunt has caused many great fighters to meet their doom. Fear not, young warrior, this section is dedicated to monster data, a bombardment of information collected from the various foes that walk these lands. Here you will find all that is necessary to combat even the toughest of opponents.

This data is organized by the dungeons these fiends appear in. Before marching into the harsh belly of a new field, take the time to look over the data present to gain insight on their failings. Elemental weaknesses and each monster's Sturdiness rating are helpful pieces of information to know in combat.

MONSTER SPECIES

All monsters belong to a family of similar creatures. Though each of them possesses different statistics, all of the creatures within a species have similar attack options and item drops. The following table is designed to illustrate the species that each monster belongs in. Refer to this table when a species is mentioned within this guide.

SPECIES	MONSTER NAMES
Goblin	Goblin, Hammer Goblin, Goblin Lord
Mu	Mu, Snow Mu, Vulcan Mu, Icarus Mu
Skeleton	Skeleton, Dark Skeleton, Skeletonton, Dark Ton Ton
Lizardman	Lizardman, Lizard Lord,
Sahagin	Sahagin, Dark Sahagin, Sahadon
Flan	Flan, Fire Flan, Ice Flan, Dika Flan
Bomb	Bomb, Ice Bomb, Thunder Bomb, Boss Bomb, Sister, Mother, Father
Bat	Bat, Fire Bat, Dark Bat
Cloud Bee	Cloud Bee
Scary Spike	Needle Turtle, Boss Turtle, Lick Prickle, Spin Spine, Spine King
Seedspitter	Seedspitter
Mandrake	Onion Head, Walking Flower
Daedalus	Daedalus, Bossdalus
Chimera	Chimera, Chimaiga

DATA EXPLANATION

1. **Rare, Ghost, and Boss Indicator:** Rare monsters are labeled RARE, while Boss enemies are labeled BOSS. The label GHOST indicates the possibility of the enemy appearing as an invisible monster type. Rare monsters are stronger versions of normal enemies, which appear in areas formerly inhabited by Boss enemies.

2. **Name:** The enemy's name.

3. **Stats:** Each enemy's stats are broken down by the number of times you've played through Story Mode, and the difficulty level selected in Multiplay. Story Mode's first playthrough statistics appear under 1, second playthrough statistics under 2, and third playthrough statistics under 3. Multiplay Normal Mode statistics appear under N, Hard Mode statistics under H, and Very Hard Mode statistics under V. The Luck statistic influences the damage dealt and rate of executing critical attacks.

4. **Item Drops:** Lists any items that the enemy drops when defeated, regardless of the area in which they appear. For some enemies, such as bosses, whose items are listed in the walkthrough, a "–" appears in this space.

5. **Special Characteristics:** Shows the enemy's special characteristics. The following is an explanation of the items found there:

   Lift: Indicates whether the enemy can be lifted or not. If "Yes" is listed, then the creature can be lifted. Arm Boost 1 or 2 indicates that the enemy can only be lifted if either of those corresponding abilities is equipped. Enemies that cannot be lifted have a "No" in this column.

   Sturdiness: Illustrates how easily an enemy can be knocked over by an attack. Whether an enemy is knocked over or not depends on the type of attack and their knockdown susceptibility. The ●● icon means the enemy is easy to knock over. ● means the enemy can be knocked over. ▲ shows that the enemy is difficult to knock over, and finally, ✖ indicates the enemy can't be knocked over at all.

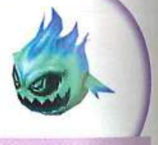
   Rage Time: Shows how long the enemy stays in Rage Mode. An enemy is in Rage Mode when a blue flame appears over their head.

   Element: The color of the element that appears when the enemy is defeated. This determines the type of element the Lilty's pot absorbs if the pot is out as the enemy is defeated.

   Guard: Shows the direction and rate at which the enemy can block attacks. An enemy with the word "Front" in this column can only block attacks initiated towards the front of their body, while "All" means the enemy can block from any direction.

6. **Resistance:** The enemy's resistance against various elements. Any negative number indicates elemental weakness, while positive numbers show resistance towards that element. The word "Null" means any spell used against the enemy that uses the shown element is nullified.

ICE BOMB



ITEM DROPS:

Rainbow Grapes, Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	222	1466	2666	444	2932	5332
ATK	51	241	456	51	241	456
DEF	35	168	313	40	193	360
MAG	26	116	215	28	128	237
LUCK	5	5	5	5	5	5
EXP	21	536	1072	21	536	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	-15	6	0	0	0

HILL CAVES (STORY MODE) & VALLEY OF HEROES (MULTIPLAY)

ICE BOMB

ITEM DROPS:
Rainbow Grapes, Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	222	1466	2666	444	2932	5332
ATK	51	241	456	51	241	456
DEF	35	168	313	40	193	360
MAG	26	116	215	28	128	237
LUCK	5	5	5	5	5	5
EXP	21	536	1072	21	536	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	-15	6	0	0	0

SKELETON

ITEM DROPS:
Skull, Bone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	81	1405	2705	162	2810	5410
ATK	25	210	422	27	231	464
DEF	7	138	282	7	152	310
MAG	11	100	199	12	110	219
LUCK	10	10	10	10	10	10
EXP	8	538	1072	8	538	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	-	Front(10%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	0	2	-2

BAT

ITEM DROPS:
Odd Angled Eye, Gourd Potato

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	38	934	1834	76	1868	3668
ATK	18	201	413	18	201	413
DEF	5	136	280	5	136	280
MAG	9	98	196	9	98	196
LUCK	3	3	3	3	3	3
EXP	5	496	992	5	496	992

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

BOMB

ITEM DROPS:
Cherry Cluster, Bomb's Soul, Red Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	69	1282	2482	138	2565	4965
ATK	22	206	418	22	206	418
DEF	6	137	281	6	158	323
MAG	14	103	202	15	114	222
LUCK	5	5	5	5	5	5
EXP	6	520	1040	6	520	992

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	5 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-2	0	6	0	0	0

MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	57	1057	2262	114	2114	4525
ATK	20	204	416	20	204	416
DEF	5	136	280	5	136	280
MAG	8	97	195	8	97	195
LUCK	3	3	3	3	3	3
EXP	3	480	960	3	480	960

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

SKELETONTON (RARE)

ITEM DROPS:
Skull, Bone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	500	2250	3750	1000	4500	7500
ATK	35	222	435	40	246	481
DEF	10	141	286	11	155	314
MAG	1	90	188	1	99	206
LUCK	15	15	15	15	15	15
EXP	80	880	1760	80	880	1760

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	8 sec	-	Front(12%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	12	0	2	-10

SCORPION (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	810	2715	4215	1620	5430	8430
ATK	37	224	438	40	246	481
DEF	30	162	308	31	170	323
MAG	32	122	222	32	122	222
LUCK	5	5	5	5	5	5
EXP	100	960	1920	100	960	1920

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✕	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	3	3	2

OLD TOWN (STORY MODE AND MULTIPLAY)

GOBLIN

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	124	1461	2761	248	2922	5522
ATK	35	222	435	38	244	479
DEF	23	155	300	25	170	330
MAG	20	110	209	21	115	210
LUCK	5	5	5	5	5	5
EXP	14	560	1120	14	560	1120

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	4 sec	Red	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	1	0	9	0	0	0

SKELETON

ITEM DROPS:
Skull, Bone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	136	1476	2776	272	2953	5553
ATK	38	225	439	41	248	483
DEF	25	157	302	27	173	332
MAG	18	108	206	18	108	206
LUCK	10	10	10	10	10	10
EXP	12	552	1104	12	552	1104

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	3 sec	-	Front(10%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
2	2	2	6	0	2	-2

FLAN

ITEM DROPS:
Yellow Stone, Striped Apple, Flan Goop

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	52	1157	2257	104	2314	4514
ATK	32	218	431	32	218	431
DEF	90	225	374	108	270	448
MAG	18	108	206	19	118	227
LUCK	4	4	4	4	4	4
EXP	23	576	1152	23	576	1152

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	Less then 1 sec	Yellow	All (50%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	112	1112	2112	224	2224	4224
ATK	30	216	429	30	216	429
DEF	18	150	294	18	150	294
MAG	12	101	200	12	101	200
LUCK	3	3	3	3	3	3
EXP	10	496	992	10	496	992

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

LIZARDMAN

ITEM DROPS:
Lizard Scale, Lizard Crest, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	148	1607	3007	296	3214	6014
ATK	42	230	444	46	253	489
DEF	21	153	298	23	168	327
MAG	25	115	214	26	121	225
LUCK	2	2	2	2	2	2
EXP	20	568	1136	20	568	1136

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Blue	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	0	1	9	0	0	0

DIKA FLAN (RARE)

ITEM DROPS:
Flan Goop

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	400	2100	3600	800	4200	7200
ATK	60	252	468	66	277	514
DEF	95	231	379	114	277	455
MAG	23	113	212	25	124	233
LUCK	4	4	4	4	4	4
EXP	160	920	1840	160	920	1840

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	▲	Less than 1 sec	-	All (50%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

BEHEMOTH (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1360	3540	5040	2720	7080	10080
ATK	62	254	470	71	292	541
DEF	37	170	315	40	187	347
MAG	26	116	215	27	122	226
LUCK	3	3	3	3	3	3
EXP	200	1000	2000	200	1000	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✕	5 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	0	Null	3	0	0

MOUNT VAAL (STORY MODE & MULTIPLAY)

ICE BOMB

ITEM DROPS:
Rainbow Grapes, Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	222	1466	2666	444	2932	5332
ATK	51	241	456	51	241	456
DEF	35	168	313	40	193	360
MAG	26	116	215	28	128	237
LUCK	5	5	5	5	5	5
EXP	21	536	1072	21	536	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	-15	6	0	0	0

HAMMER GOBLIN

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	252	1627	2927	504	3255	5855
ATK	62	254	470	68	279	517
DEF	50	183	330	55	202	363
MAG	15	105	203	15	110	213
LUCK	5	5	5	5	5	5
EXP	25	600	1200	25	600	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	5 sec	Red	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-5	-5	-5	9	0	0	0

GOBLIN

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	230	1599	2899	460	3198	5798
ATK	58	249	465	63	274	511
DEF	44	177	323	48	195	355
MAG	34	124	224	35	131	235
LUCK	5	5	5	5	5	5
EXP	22	576	1152	11	576	1152

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Strength Booth 1	▲	4 sec	Red	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	1	0	9	0	0	0

THUNDER BOMB

ITEM DROPS:
Yellow Stone, Striped Apple, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	212	1454	2654	424	2908	5308
ATK	58	249	465	58	249	465
DEF	45	178	324	51	205	373
MAG	32	122	222	35	135	244
LUCK	5	5	5	5	5	5
EXP	21	536	1072	21	536	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

SNOW MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	168	1168	2168	336	2336	4336
ATK	45	234	448	45	234	448
DEF	30	162	308	30	162	308
MAG	18	108	206	18	108	206
LUCK	3	3	3	3	3	3
EXP	15	512	1024	15	512	1024

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

NEEDLE TURTLE

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	102	1212	2312	204	2424	4624
ATK	53	243	458	58	267	504
DEF	52	185	332	57	204	365
MAG	28	118	217	29	124	228
LUCK	2	2	2	2	2	2
EXP	30	560	1120	30	560	1120

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (20%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

BAT

ITEM DROPS:
Odd Angled Eye, Gourd Potato

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	125	1012	1912	250	2025	3825
ATK	43	231	445	43	231	445
DEF	28	160	305	28	160	305
MAG	30	120	220	30	120	220
LUCK	3	3	3	3	3	3
EXP	18	512	1072	18	512	1072

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

BOSS TURTLE (RARE)

ITEM DROPS:
Tortoise Shell

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1050	3075	4575	2100	6150	9150
ATK	70	264	481	77	290	529
DEF	55	189	335	60	207	369
MAG	28	118	217	29	124	228
LUCK	2	2	2	2	2	2
EXP	240	1000	2000	240	1000	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	8 sec	-	All (15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

BOSS BOMB (RARE)

ITEM DROPS:
Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1250	3375	4875	2500	6750	9750
ATK	68	261	478	74	287	526
DEF	40	173	319	46	199	366
MAG	38	129	228	41	142	251
LUCK	5	5	5	5	5	5
EXP	200	960	1920	200	960	1920

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	-15	6	0	0	0

ZU (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1920	4380	5880	3840	8760	11,760
ATK	65	258	474	71	283	521
DEF	36	169	314	39	185	346
MAG	42	133	233	42	133	233
LUCK	7	7	7	7	7	7
EXP	300	1040	2080	300	1040	2080

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	3 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
2	5	2	9	3	0	0

CRYSTAL (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1010	2412	3612	2020	4824	7224
ATK	42	230	444	42	230	444
DEF	51	184	331	56	203	364
MAG	20	110	209	23	126	240
LUCK	0	0	0	0	0	0
EXP	400	1080	2160	400	1080	2160

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	-	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	Null	Null	Null	Null	Null	0

ABYSSUS FOREST (STORY MODE & MULTIPLAY)

CLOUD BEE

ITEM DROPS:
Honey Acid

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	68	854	1654	136	1708	3308
ATK	55	246	461	49	221	415
DEF	40	173	319	40	173	319
MAG	31	121	221	31	121	221
LUCK	1	1	1	1	1	1
EXP	22	192	384	22	192	384

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	Less then 1 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	15	0	0	0

SEEDSPITTER

ITEM DROPS:
Carniflower Fluid, Curious Petal

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	260	1386	2486	520	2772	4972
ATK	62	254	470	62	254	470
DEF	53	186	333	58	205	366
MAG	56	148	248	61	162	273
LUCK	4	4	4	4	4	4
EXP	75	576	1152	75	576	1152

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	7 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-5	0	0	3	3	0	0

BOMB

ITEM DROPS:
Cherry Cluster, Bomb's Soul, Red Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	282	1538	2738	564	3076	5476
ATK	71	265	482	71	265	482
DEF	55	189	335	63	217	385
MAG	61	153	254	67	168	279
LUCK	5	5	5	5	5	5
EXP	60	600	1200	60	600	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	5 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-2	0	6	0	0	0

MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	256	1256	2256	512	2512	4512
ATK	65	258	474	65	258	474
DEF	52	185	332	52	185	332
MAG	12	101	200	12	101	200
LUCK	3	3	3	3	3	3
EXP	55	528	1056	55	528	1056

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

LIZARDMAN

ITEM DROPS:
Lizard Scale, Lizard Crest, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	302	1822	3222	604	3645	6445
ATK	75	270	487	82	297	536
DEF	57	191	337	62	210	371
MAG	41	132	232	43	138	243
LUCK	2	2	2	2	2	2
EXP	100	640	1280	100	640	1280

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Blue	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	0	1	9	0	0	0

WALKING PLANT

ITEM DROPS:
Sturdy Vine, Carniflower Fluid, Unknown Seed

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	325	1523	2673	650	3047	5347
ATK	68	261	478	71	274	502
DEF	50	183	330	50	183	330
MAG	52	143	244	54	151	256
LUCK	3	3	3	3	3	3
EXP	85	624	1248	85	624	1248

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	7 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	-3	-3	6	1	0	0

LIZARD LORD (RARE)

ITEM DROPS:
Lizard Scale, Lizard Crest

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	2800	5700	7200	5600	11,400	14,400
ATK	98	297	517	107	327	569
DEF	82	217	365	90	239	401
MAG	48	139	239	50	146	251
LUCK	2	2	2	2	2	2
EXP	450	1040	2080	450	1040	2080

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	8 sec	-	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	0	1	9	0	0	0

ANGRY FLOWER (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3030	6045	7545	6060	12,090	15,090
ATK	95	294	513	95	294	513
DEF	66	200	347	79	240	417
MAG	58	150	250	63	165	275
LUCK	2	2	2	2	2	2
EXP	500	1200	2400	500	1200	2400

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	0	0	Null	6	0	0

ANGRY FLOWER BUD (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	360	1360	2360	720	2720	4720
ATK	80	276	494	88	303	543
DEF	66	200	347	72	220	382
MAG	62	154	255	62	154	255
LUCK	4	4	4	4	4	4
EXP	25	200	400	25	200	400

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	5 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	0	0	9	1	1	0

RELA CYEL PAST (STORY MODE & MULTIPLAY)

ICE BOMB

ITEM DROPS:
Rainbow Grapes, Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	395	1674	2874	790	3348	5748
ATK	83	279	497	83	279	497
DEF	87	222	370	100	255	426
MAG	48	139	239	52	153	263
LUCK	5	5	5	5	5	5
EXP	170	680	1360	170	680	1360

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	-15	6	0	0	0

ONIONHEAD

ITEM DROPS:
Sturdy Vine, Carniflower Fluid, Unknown Seed

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	483	1705	2855	966	3410	5710
ATK	87	284	503	95	312	553
DEF	78	213	360	78	213	360
MAG	58	150	250	60	157	263
LUCK	3	3	3	3	3	3
EXP	200	704	1408	200	704	1408

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	7 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	3	3	6	1	0	0

HAMMER GOBLIN

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	502	1952	3252	1004	3905	6505
ATK	93	291	510	102	320	561
DEF	85	220	368	93	242	405
MAG	50	141	242	52	148	254
LUCK	5	5	5	5	5	5
EXP	225	736	1472	225	736	1472

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	4 sec	Red	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-5	-5	-5	9	0	0	0

SAHAGIN

ITEM DROPS:
Sahagin Fin, Star Carrot

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	456	1820	3070	912	3640	6140
ATK	90	288	507	94	302	532
DEF	81	216	364	89	237	400
MAG	55	147	247	60	161	272
LUCK	8	8	8	8	8	8
EXP	210	720	1440	210	720	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	Blue	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	6	3	7	0	0	0

THUNDER BOMB

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	408	1689	2889	816	3379	5779
ATK	84	280	499	84	280	499
DEF	85	220	368	97	253	423
MAG	46	137	237	50	151	251
LUCK	5	5	5	5	5	5
EXP	170	680	1360	170	680	1360

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	5 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

DAEDALUS

ITEM DROPS:
Diamond Shard, Iron, Mythril

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1202	3303	4803	2404	6606	9606
ATK	100	300	520	115	345	598
DEF	88	223	371	96	246	408
MAG	20	110	209	20	110	209
LUCK	1	1	1	1	1	1
EXP	320	960	1920	320	960	1920

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

LICK PRICKLE

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	335	1468	2568	670	2937	5137
ATK	80	276	494	84	289	518
DEF	92	227	376	101	250	413
MAG	52	143	244	57	158	268
LUCK	2	2	2	2	2	2
EXP	180	688	1376	180	688	1376

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

SAHADON (RARE)

ITEM DROPS:
Sahagin Fin

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3209	6313	7813	6418	12,627	15,627
ATK	116	319	540	127	351	594
DEF	90	225	374	99	248	411
MAG	58	150	250	63	165	275
LUCK	8	8	8	8	8	8
EXP	575	1120	2240	575	1120	2240

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	8 sec	-	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	6	3	7	0	0	0

COELACANTH (BOSS)

ITEM DROPS:
Refer to Walkthrough

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3580	6870	8370	7160	13,740	16,740
ATK	110	312	533	121	343	586
DEF	81	216	364	89	237	400
MAG	68	160	261	68	160	261
LUCK	8	8	8	8	8	8
EXP	600	1400	2800	600	1400	2800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✕	3 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	0	3	Null	7	0	0

SINNERS' ISLE (STORY MODE) & KILANDA ISLE (MULTIPLAY)

VULCAN MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	402	1402	2402	804	2804	4804
ATK	105	306	526	105	306	526
DEF	92	227	376	92	227	376
MAG	42	133	233	42	133	233
LUCK	5	5	5	5	5	5
EXP	150	880	1200	150	880	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-15	0	3	0	0	0

ONIONHEAD

ITEM DROPS:
Sturdy Vine, Carniflower Fluid, Unknown Seed

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	528	1757	2907	1056	3514	5814
ATK	117	320	542	122	336	569
DEF	95	231	379	95	231	379
MAG	62	154	255	65	162	267
LUCK	5	5	5	5	5	5
EXP	200	1024	1480	200	1024	1480

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	7 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	3	3	6	1	0	0

CHIMERA

ITEM DROPS:
Feline Spirit, Chimera Blood

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1516	3648	5098	3032	7296	10,196
ATK	125	330	552	137	363	607
DEF	101	237	386	111	261	424
MAG	65	157	258	71	173	284
LUCK	5	5	5	5	5	5
EXP	340	1144	2000	340	1144	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

CLOUD BEE

ITEM DROPS:
Honey Acid

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	98	878	1678	196	1756	3356
ATK	102	302	522	91	272	470
DEF	85	220	368	85	220	368
MAG	42	133	233	42	133	233
LUCK	1	1	1	1	1	1
EXP	120	336	512	120	336	512

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	Less then 1 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	15	0	0	0

SNOW MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	395	1395	2395	790	2790	4790
ATK	105	306	528	105	306	526
DEF	92	227	376	92	227	376
MAG	42	133	233	42	133	233
LUCK	5	5	5	5	5	5
EXP	150	880	1200	150	880	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	0	3	0	0	0

FIRE FLAN

ITEM DROPS:
Cherry Cluster, Flan Goop, Red Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	208	1328	2428	416	2657	4857
ATK	105	306	526	105	306	526
DEF	253	396	553	303	476	663
MAG	63	155	256	69	170	281
LUCK	4	4	4	4	4	4
EXP	250	1056	1760	250	1056	1760

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	Less then 1 sec	Red	All (50%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-15	0	6	0	0	0

FIRE BAT

ITEM DROPS:
Odd Angled Eye, Star Carrot

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	350	1215	2115	700	4320	6720
ATK	110	312	533	110	312	533
DEF	89	224	372	89	224	372
MAG	54	145	246	54	145	246
LUCK	5	5	5	5	5	5
EXP	150	840	1240	150	840	1240

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-15	0	3	0	0	0

FATHER BOMB

ITEM DROPS:
Cherry Cluster, Bomb's Soul, Red Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	800	2160	3360	1600	4320	6720
ATK	113	315	536	124	347	590
DEF	98	234	382	112	269	440
MAG	58	150	250	63	165	275
LUCK	5	5	5	5	5	5
EXP	220	1000	1440	220	1000	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-15	0	7	0	0	0

MOTHER BOMB

ITEM DROPS:
Rainbow Grapes, Blue Stone, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	750	2100	3300	1500	4200	6600
ATK	113	315	536	124	347	590
DEF	98	234	382	112	269	440
MAG	61	153	254	67	168	279
LUCK	5	5	5	5	5	5
EXP	210	1000	1440	210	1000	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Blue	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	0	7	0	0	0

CHIMAIGA (RARE)

ITEM DROPS:
Feline Spirit, Chimera Blood

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3820	7230	8730	7640	14,460	17,460
ATK	132	338	561	145	372	617
DEF	105	241	390	115	265	429
MAG	68	160	261	74	176	287
LUCK	5	5	5	5	5	5
EXP	680	1280	2560	680	1280	2560

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

DRAGON RIDER (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1000	2400	3600	2000	4800	7200
ATK	110	312	533	110	312	533
DEF	96	232	380	100	243	399
MAG	86	179	281	86	179	281
LUCK	5	5	5	5	5	5
EXP	50	400	800	50	400	800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	2 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	0	0	6	0	0	0

DRAGON (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	4140	7710	9210	8280	15,420	18,420
ATK	125	330	552	143	379	635
DEF	96	232	380	105	255	418
MAG	65	157	258	65	157	258
LUCK	10	10	10	10	10	10
EXP	700	1600	3200	700	1600	3200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✕	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	-3	0	15	9	3	0

??? (STORY MODE) & SHADOWLAND (MULTIPLAY)

ICE FLAN

ITEM DROPS:
Rainbow Grapes, Flan Goop, Blue Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	308	1438	2538	616	2877	5077
ATK	123	327	549	123	327	549
DEF	298	444	602	357	532	723
MAG	72	164	266	79	181	292
LUCK	4	4	4	4	4	4
EXP	370	1120	1760	370	1120	1760

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	5 sec	Blue	All (50%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	15	-15	6	0	0	0

SISTER BOMB

ITEM DROPS:
Yellow Stone, Striped Apple, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	930	2316	3516	1860	4632	7032
ATK	125	330	552	137	363	607
DEF	112	248	398	128	286	457
MAG	70	162	264	77	179	290
LUCK	5	5	5	5	5	5
EXP	350	1024	1456	350	1024	1456

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

SKELETON

ITEM DROPS:
Skull, Bone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	523	1979	3279	1046	3959	6559
ATK	121	325	547	133	357	602
DEF	110	246	396	121	271	435
MAG	54	145	246	54	145	248
LUCK	10	10	10	10	10	10
EXP	340	1040	1440	340	1040	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	3 sec	White	Front(10%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
2	2	2	6	0	2	-2

DARK SAHAGIN (GHOST)

ITEM DROPS:
Stained Fin, Old Hellish Iron

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	584	1980	3230	1168	3960	6460
ATK	128	333	556	134	350	584
DEF	120	257	407	132	282	447
MAG	50	141	242	55	155	266
LUCK	8	8	8	8	8	8
EXP	380	1160	1800	380	1160	1800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	Black	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	3	0	7	0	3	-5

DARK SKELETON (GHOST)

ITEM DROPS:
Stained Bone, Bone, Old Hellish Iron

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1058	2575	3975	2116	5350	7950
ATK	135	342	565	148	376	622
DEF	115	252	401	126	277	441
MAG	52	143	244	57	158	268
LUCK	10	10	10	10	10	10
EXP	450	1288	1840	450	1288	1840

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	-	Dark	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	0	6	-5

DARK BAT (GHOST)

ITEM DROPS:
Odd Angled Eye, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	302	1041	1841	604	2083	3683
ATK	120	324	546	120	324	546
DEF	105	241	390	105	241	390
MAG	55	147	247	55	147	247
LUCK	5	5	5	5	5	5
EXP	350	960	1440	350	960	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	2 sec	Black	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	3	-5

BAT

ITEM DROPS:
Odd Angled Eye, Gourd Potato

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	286	1157	2057	572	2314	4114
ATK	109	310	531	109	310	531
DEF	98	234	382	98	234	382
MAG	47	138	238	47	138	238
LUCK	3	3	3	3	3	3
EXP	330	880	1240	330	880	1240

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Red	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

DARK TON TON

ITEM DROPS:
Stained Bone, Old Hellish Iron

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	4250	7875	9375	8500	15,750	18,750
ATK	142	350	574	156	385	632
DEF	122	259	409	134	285	450
MAG	68	160	261	74	176	287
LUCK	10	10	10	10	10	10
EXP	450	1360	2720	450	1360	2720

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	8 sec	-	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	12	0	6	-10

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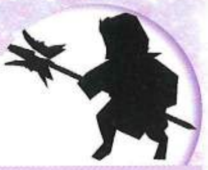


ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5000	9000	10,500	10,000	18,000	21,000
ATK	140	348	572	168	417	686
DEF	111	247	397	133	297	476
MAG	98	192	294	98	192	294
LUCK	5	5	5	5	5	5
EXP	750	1840	3680	750	1840	3680

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	5 sec	-	Front(20%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	15	15	15	3	3	-1

LICH

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	4690	8535	10,035	9380	17,070	20,070
ATK	121	325	547	121	325	547
DEF	118	255	404	129	280	445
MAG	75	168	269	82	184	296
LUCK	0	0	0	0	0	0
EXP	800	1920	3840	800	1920	3840

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
5	5	5	9	Null	Null	-1

RELA CYEL (STORY MODE & MULTIPLAY)

ICARUS MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	636	1636	2636	1272	3272	5272
ATK	125	330	552	125	330	552
DEF	123	260	410	135	286	451
MAG	50	141	242	50	141	242
LUCK	5	5	5	5	5	5
EXP	450	1208	1320	450	1208	1320

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	1	1	5	0	0	0

HAMMER GOBLIN

ITEM DROPS:
Iron Shard, Gourd Potato, Mythril Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1056	2672	3972	2112	5345	7945
ATK	145	354	578	159	389	636
DEF	130	267	418	143	294	459
MAG	48	139	239	50	146	251
LUCK	5	5	5	5	5	5
EXP	520	1288	1680	520	1288	1680

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	4 sec	Red	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-5	-5	-5	9	0	0	0

SAHAGIN

ITEM DROPS:
Sahagin Fin, Star Carrot

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	763	2203	3453	1526	4407	6907
ATK	140	348	572	147	365	600
DEF	120	257	407	132	282	447
MAG	63	155	256	69	170	281
LUCK	8	8	8	8	8	8
EXP	520	1288	1680	520	1288	1680

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	Blue	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	6	3	7	0	0	0

SISTER BOMB

ITEM DROPS:
Yellow Stone, Striped Apple, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	954	2344	3544	1908	4689	7089
ATK	138	345	569	151	380	626
DEF	128	265	415	147	305	478
MAG	73	165	267	80	182	294
LUCK	5	5	5	5	5	5
EXP	460	1120	1456	460	1120	1456

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

SPIN SPINE

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	537	1690	2790	1074	3381	5581
ATK	135	342	565	141	359	593
DEF	135	273	423	148	300	465
MAG	68	160	261	74	176	287
LUCK	2	2	2	2	2	2
EXP	500	1080	1520	500	1080	1520

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (18%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

DAEDALUS

ITEM DROPS:
Orichalcum, Diamond Shard, Mythril

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1852	4278	5778	3704	8556	11,556
ATK	152	362	587	174	416	675
DEF	132	269	420	145	296	462
MAG	30	120	220	30	120	220
LUCK	1	1	1	1	1	1
EXP	600	1656	2000	600	1656	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

BOSSDALUS (RARE)

ITEM DROPS:
Orichalcum, Diamond Shard, Mythril

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5005	9007	10,507	10,010	18,015	21,015
ATK	152	362	587	167	398	646
DEF	140	278	429	154	306	471
MAG	35	126	225	35	126	225
LUCK	1	1	1	1	1	1
EXP	600	1680	3360	600	1680	3360

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

COELACANTH (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5250	9375	10,875	10,500	18,750	21,750
ATK	155	366	591	170	402	650
DEF	126	263	413	138	289	454
MAG	72	164	266	72	164	266
LUCK	1	1	1	1	1	1
EXP	900	2240	4480	900	2240	4480

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	5 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	0	3	Null	7	0	0

LICH (BOSS)

ITEM DROPS:
Refer to Walkthrough

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5370	9555	11,055	10,740	19,110	22,110
ATK	140	348	572	140	348	572
DEF	126	263	413	138	289	454
MAG	85	178	280	93	196	308
LUCK	0	0	0	0	0	0
EXP	1000	2320	4640	1000	2320	4640

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
8	8	8	7	Null	Null	-1

LICH LEFT ARM (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	500	1500	2500	1000	3000	5000
ATK	135	342	565	135	342	565
DEF	126	263	413	138	289	454
MAG	72	164	266	75	173	279
LUCK	0	0	0	0	0	0
EXP	40	320	640	40	320	640

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	Null	Null	-1

LICH RIGHT ARM (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	500	1500	2500	1000	3000	5000
ATK	140	348	572	140	348	572
DEF	130	267	418	143	294	459
MAG	68	160	261	71	168	274
LUCK	0	0	0	0	0	0
EXP	40	320	640	40	320	640

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	Null	Null	-1

CRYSTAL TEMPLE (STORY MODE & MULTIPLAY)

CHIMERA

ITEM DROPS:
Feline Spirit, Chimera Blood

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	2120	4524	5974	4240	9048	11,948
ATK	164	376	603	180	414	663
DEF	148	286	437	162	315	481
MAG	82	175	277	90	192	304
LUCK	5	5	5	5	5	5
EXP	650	1792	2000	650	1792	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

SPIN SPINE

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	557	1712	2812	114	3425	5625
ATK	140	348	572	147	365	600
DEF	135	273	423	148	300	465
MAG	70	162	264	73	170	277
LUCK	2	2	2	2	2	2
EXP	533	1320	1520	533	1320	1520

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (18%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

DARK SAHAGIN (GHOST)

ITEM DROPS:
Stained Fin, Old Hellish Iron

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	780	2225	3475	1560	4450	6950
ATK	154	364	590	161	383	619
DEF	138	276	428	151	303	469
MAG	68	160	261	74	176	287
LUCK	8	8	8	8	8	8
EXP	575	1440	1800	575	1440	1800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	Black	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	3	0	7	0	3	-5

DARK SKELETON (GHOST)

ITEM DROPS:
Stained Bone, Bone, Old Hellish Iron

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	803	2343	3643	1606	4687	7287
ATK	158	369	595	173	406	654
DEF	143	281	432	157	309	475
MAG	75	168	269	82	184	296
LUCK	10	10	10	10	10	10
EXP	605	1600	1840	600	1600	1840

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	3 sec	Black	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	0	6	-5

DARK BAT (GHOST)

ITEM DROPS:
Odd Angled Eye, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	456	1310	2210	912	2620	4420
ATK	135	342	565	135	342	565
DEF	128	265	415	128	265	415
MAG	65	157	258	65	157	258
LUCK	3	3	3	3	3	3
EXP	510	1200	1440	510	1200	1440

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	2 sec	Black	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	3	-5

SCORPION

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	2546	5319	6819	806	3086	5286
ATK	175	390	617	201	448	710
DEF	152	290	442	159	305	464
MAG	52	143	244	52	143	244
LUCK	5	5	5	5	5	5
EXP	680	1880	2240	680	1880	2240

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	8 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	3	3	2

FIRE FLAN

ITEM DROPS:
Cherry Cluster, Flan Goop, Red Stone

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	403	1543	2643	806	3086	5286
ATK	145	354	578	145	354	578
DEF	398	549	712	477	658	855
MAG	78	171	272	85	188	300
LUCK	4	4	4	4	4	4
EXP	580	1392	1760	580	1392	1760

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	Less then 1 sec	Red	All (50%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
15	-15	0	6	0	0	0

LIZARDMAN

ITEM DROPS:
Lizard Scale, Lizard Crest, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1530	3542	4942	3060	7084	9884
ATK	162	374	600	178	411	660
DEF	145	283	434	159	311	477
MAG	72	164	266	75	173	279
LUCK	2	2	2	2	2	2
EXP	595	1584	1880	595	1584	1880

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Blue	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	0	1	9	0	0	0

CU CHASPEL (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5560	9840	11340	11120	19680	22680
ATK	165	378	604	181	415	664
DEF	141	279	430	155	307	473
MAG	75	168	269	82	184	296
LUCK	12	12	12	12	12	12
EXP	1100	2400	4800	1100	2400	4800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	10 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	5	5	10	9	1	1

CU CHASPEL (COPY) (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	650	1485	2385	1300	2970	4770
ATK	155	366	591	155	366	591
DEF	131	268	419	137	282	440
MAG	0	89	187	0	89	187
LUCK	3	3	3	3	3	3
EXP	50	600	1200	50	600	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	2 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	6	3	0	0

GALDES (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	5800	10,200	11,700	11,600	20,400	23,400
ATK	170	384	611	178	403	641
DEF	152	290	442	174	334	508
MAG	86	179	281	94	197	309
LUCK	6	6	6	6	6	6
EXP	1200	2560	5120	1200	2560	5120

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	10 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
2	5	5	9	12	2	-1

CAPE (BOSS)

ITEM DROPS:
Refer to Walkthrough

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	557	1557	2557	1114	3114	5114
ATK	0	180	390	0	198	429
DEF	141	279	430	0	0	0
MAG	0	89	187	0	0	0
LUCK	0	0	0	0	0	0
EXP	50	400	800	50	400	800

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	-	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	Null	Null	Null	Null	Null	Null

RED CRYSTAL (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	620	1620	2620	1240	3240	5240
ATK	180	396	624	180	396	624
DEF	160	299	451	160	299	451
MAG	80	173	275	88	190	302
LUCK	0	0	0	0	0	0
EXP	420	960	1280	420	960	1280

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	✗	-	Black	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	Null	Null	Null	Null	Null	Null

LUNITE TEMPLE (STORY MODE EXCLUSIVE)

CHIMERA

ITEM DROPS:
Feline Spirit, Chimera Blood

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	2120	4524	5974	-	-	-
ATK	164	376	603	-	-	-
DEF	148	286	437	-	-	-
MAG	82	175	277	-	-	-
LUCK	5	5	5	-	-	-
EXP	650	1792	2000	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

SISTER BOMB

ITEM DROPS:
Yellow Stone, Striped Apple, Bomb's Soul

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1120	2544	3744	-	-	-
ATK	142	350	574	-	-	-
DEF	137	275	425	-	-	-
MAG	75	168	269	-	-	-
LUCK	5	5	5	-	-	-
EXP	460	1246	1456	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	●	8 sec	Yellow	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	-15	15	6	0	0	0

SPIN SPINE

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	557	1712	2812	-	-	-
ATK	140	348	572	-	-	-
DEF	135	273	423	-	-	-
MAG	70	162	264	-	-	-
LUCK	2	2	2	-	-	-
EXP	533	1320	1520	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (18%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

LIZARDMAN

ITEM DROPS:
Lizard Scale, Lizard Crest, Round Corn

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	1530	3542	4942	-	-	-
ATK	162	374	600	-	-	-
DEF	145	283	434	-	-	-
MAG	72	164	266	-	-	-
LUCK	2	2	2	-	-	-
EXP	595	1584	1880	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	●	5 sec	Blue	Front(15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	0	1	9	0	0	0

ANGRY FLOWER (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3000	6000	7500	-	-	-
ATK	100	300	520	-	-	-
DEF	131	268	419	-	-	-
MAG	85	178	280	-	-	-
LUCK	2	2	2	-	-	-
EXP	1000	1880	2240	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-3	0	0	Null	3	0	0

ANGRY FLOWER BUD (BOSS)

ITEM DROPS:
Refer to Walkthrough

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	360	1360	2360	-	-	-
ATK	138	345	569	-	-	-
DEF	135	273	423	-	-	-
MAG	42	133	233	-	-	-
LUCK	4	4	4	-	-	-
EXP	50	400	800	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	●●	5 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	0	0	9	1	1	0

BEHEMOTH (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3000	6000	7000	-	-	-
ATK	153	363	588	-	-	-
DEF	142	280	431	-	-	-
MAG	80	173	275	-	-	-
LUCK	3	3	3	-	-	-
EXP	1000	1880	2240	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	✗	5 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	-5	0	Null	3	0	0

ZU (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3000	6000	7500	-	-	-
ATK	142	350	574	-	-	-
DEF	126	263	413	-	-	-
MAG	56	148	248	-	-	-
LUCK	7	7	7	-	-	-
EXP	1000	1880	2240	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	3 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
2	5	2	9	3	0	

DRAGON (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	3000	6000	7500	-	-	-
ATK	158	369	595	-	-	-
DEF	148	286	437	-	-	-
MAG	38	129	228	-	-	-
LUCK	10	10	10	-	-	-
EXP	1000	1880	2240	-	-	-

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	8 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	-3	0	15	9	3	0

RED CRYSTAL (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	620	1620	2620	1240	3240	5240
ATK	180	396	624	180	396	624
DEF	160	299	451	160	299	451
MAG	80	173	275	88	190	302
LUCK	0	0	0	0	0	0
EXP	420	960	1280	420	960	1280

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	✗	-	Black	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
Null	Null	Null	Null	Null	Null	Null

GREAT GALDES (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	6500	11,250	12,750	13,000	22,500	25,500
ATK	180	396	624	207	455	717
DEF	164	303	455	188	348	523
MAG	92	185	288	101	204	317
LUCK	11	11	11	11	11	11
EXP	1300	2800	5600	1300	2800	5600

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	12 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
1	8	8	12	12	3	0

RIVER BELLE (STORY MODE & MULTIPLAY)

CHIMERA

ITEM DROPS:
Feline Spirit, Chimera Blood

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	3774	5274	3032	7548	10,548
ATK	-	338	561	145	372	617
DEF	-	262	412	137	288	453
MAG	-	160	261	74	176	287
LUCK	-	5	5	5	5	5
EXP	-	1304	2000	420	1304	2000

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 2	▲	5 sec	White	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
3	3	3	12	0	0	0

GOBLIN LORD

ITEM DROPS:
Gourd Potato, Mythril Shard, Iron Shard

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	1952	3252	1004	3905	6505
ATK	-	336	559	143	369	614
DEF	-	257	407	132	282	447
MAG	-	155	256	66	163	269
LUCK	-	5	5	5	5	5
EXP	-	1160	1680	380	1160	1680

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Arm Boost 1	▲	4 sec	Red	Front (15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-5	-5	-5	9	0	0	0

SAHAGIN

ITEM DROPS:
Sahagin Fin, Star Carrot

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	2203	3453	1526	4407	6907
ATK	-	331	553	132	347	581
DEF	-	252	401	126	277	441
MAG	-	152	253	66	167	278
LUCK	-	8	8	8	8	8
EXP	-	1072	1640	370	1072	1640

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●	3 sec	Blue	Front (5%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
-15	6	3	7	0	0	0

SPIKE KING

ITEM DROPS:
Tortoise Shell, Garnet

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	1468	2568	670	2937	5137
ATK	-	326	548	128	342	576
DEF	-	244	393	118	269	433
MAG	-	147	247	57	154	259
LUCK	-	2	2	2	2	2
EXP	-	976	1520	350	976	1520

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	▲	3 sec	Yellow	All (15%)

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	4	15	0	0

MU

ITEM DROPS:
Mu Nose, Mu Fur

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	1112	2112	224	2224	4224
ATK	-	321	543	118	321	543
DEF	-	241	390	105	241	390
MAG	-	136	236	45	136	236
LUCK	-	3	3	3	3	3
EXP	-	920	1200	320	920	1200

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
Yes	●●	2 sec	Green	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	3	0	0	0

GIANT CRAB (BOSS)

ITEM DROPS: -

STATUS	STORY MODE			MULTIPLAY		
	1	2	3	N	H	V
HP	-	7500	9000	8000	15,000	18,000
ATK	-	354	578	159	389	636
DEF	-	141	286	11	163	328
MAG	-	162	264	77	179	290
LUCK	-	20	20	20	20	20
EXP	-	1700	3500	750	1700	3500

Characteristics

LIFT	STURDINESS	RAGE TIME	ELEMENT	GUARD
No	✗	10 sec	-	-

Resistance

FIRE	ICE	LIGHTNING	STUN	WARP	DARKNESS	HOLY
0	0	0	Null	9	0	3

Equipment Data

Welcome to the Equipment Data section, a place of study and window shopping. Found here is a list of obtainable equipment and the statistics they improve. Use the data provided to find equipment that best suits your character's abilities and play style.

Recommended Ability Combinations

Equipment ability combinations have a significant effect on character customization. It's possible to select any combination of abilities you want. However, some abilities work better with certain tribes than others. We have put together a list of recommendations for equipment ability combinations for each tribe. We hope you find them useful when deciding how to build your characters.

Clavat: Well-balanced type

TYPE	NAME	EFFECT 1	EFFECT 2	EFFECT 3
Weapon	Ragnarok	HP Boost 3	HP Absorb ATK. 3	Impact Boost 1
Helm	Lord's Helm	ATK Boost 3	DEF Boost 3	Focus Boost 3
Armor	Layle's Jacket	HP Regen 3	SP Regen 3	Impact Boost 3
Acc.	Blood Charm	HP Absorb ATK. 3	DEF Boost 3	-

By the time they learn the Chain 5 ability, the Clavat tribe has an easy time inflicting the Stun Status. Equipping the Impact Boost ability further increases the chance of scoring a Stun. In addition to this, HP Absorb ATK and HP Regen have been included to help keep your warrior healthy during head-to-head combat, the Clavat's specialty.

Yuke: Magic-User type, specializing in Ice Magic

TYPE	NAME	EFFECT 1	EFFECT 2	EFFECT 3
Weapon	Rune Wand	MAG Boost 3	Azure Essence 3	Focus Boost 3
Helm	Demon Hat	MAG Boost 3	Focus Boost 3	Azure Essence 3
Armor	Demon Robe	MAG Boost 3	Focus Boost 3	Azure Essence 3
Acc.	Azure Crest	Azure Essence 3	MAG Boost 2	Ring Speed 2

The Yuke boast a high MAG stat, making magic use their main priority in combat. Ice magic is the most effective magic type out of the basic elemental spells, so use Azure Essence to increase its effectiveness. With an effect level of 12, even enemies with a resistance of 15 cannot defend against these ice spells.

Selkies: Emphasis on Charge Attacks

TYPE	NAME	EFFECT 1	EFFECT 2	EFFECT 3
Weapon	Fallen Angel Bow	SP Absorb ATK. 3	Impact Boost 2	-
Helm	Blackbeard Hat	ATK Boost 3	Tribal Secrets 3	Fast Charge 3
Armor	Blackbeard Garb	ATK Boost 3	Tribal Secrets 3	Fast Charge 3
Acc.	Aeolian Misanga	Fast Charge 3	Tribal Secrets 2	

The Selkie tribe has a high SP stat, which complements the strong damage output of their charge attack. Equip the Tribal Secrets ability to decrease SP consumption, and Fast Charge to decrease the time it takes to charge attacks.

Lilties: Defense Type

TYPE	NAME	EFFECT 1	EFFECT 2	EFFECT 3
Weapon	Ladle of Ladles	HP Absorb ATK. 3	Impact Boost 3	-
Helm	Blk. Knight Helm	HP Boost 3	DEF Boost 3	HP Absorb DEF. 3
Armor	Blk. Knight Plate	HP Boost 3	DEF Boost 3	HP Absorb DEF. 3
Acc.	Blood Charm	HP Absorb DEF. 3	DEF Boost 3	

Use the Lilties' great defense and buff up their DEF with the DEF Boost ability. Supplement this with HP Absorb DEF, which converts some of the damage taken back into HP. This makes it easy for them to survive in even the toughest boss battles.

Data Explanation

① HATCHET

SCROLL ②	BUY	SELL	ATK ③	DEF	MAG
Novice's Weapon	110	55	10	-	-

RARITY ④	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	-	-
		SP Boost 3	-
	ATK Boost 5	-	-
		Impact Boost 3	Samurai Lore 3
	SP Boost 3	-	-
	SP Boost 5	-	-

① GREEN CLOTHES

⑤ *Equipped To: CM, CF, YU, SM, SF, LM, LF*

SCROLL ②	BUY	SELL	ATK ③	DEF	MAG
Rugged Clothes	140	70	-	12	2

RARITY ④	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 1	Anti-Frost Boost 1	Anti-Zap Boost 1
	Anti-Burn Boost 2	-	-
	Anti-Frost Boost 2	-	-
	Anti-Zap Boost 2	-	-
★★★	DEF Boost 3	HP Regen 1	Anti-Dark Boost 1
		Jade Essence 1	
	Anti-Burn Boost 3	DEF Boost 3	Anti-Dark Boost 1
	Anti-Frost Boost 3		
	Anti-Zap Boost 3		

① **SCROLL NAME:** The label of the Scroll needed to create the item. Items that cannot be created through a Scroll have a "-" in this column.

② **BUY & SELL:** Shows the buying price for the item if it is sold in shops, along with the amount of money earned when selling the item. A "-" is placed within the Buy column if it doesn't appear in shops. The sell price listed refers only to items without a rarity rating. The cost of items with a rarity of ★ is increased by 1.1x (10%); ★★ is increased 1.3x (30%); ★★★ is increased 1.5x (50%). Final prices with a decimal point are rounded down.

③ **ATK/DEF/MAG:** Illustrates which statistics the item improves. The data shown here assumes the weapon has no additional properties gained from Equipped Bonuses.

④ **RARITY RATING AND EQUIP BONUSES:** Contains list of special abilities granted to the weapon based on its rarity rating. Using a Petite Gem as an extra ingredient grants a rarity rating of ★★, and using a Perfect Gem grants a rarity rating of ★★★. If no extra ingredients are added to the composition, there is still a 50% chance that the item will receive a rarity rating of ★. Based on the rarity rating, the weapon is assigned a combination of special abilities from those listed in the chart.

⑤ **RACE EQUIPMENT INDICATOR:** Illustrates which race can equip the armor in question. CM = Clavat Male, CF = Clavat Female, YU = Yuke, SM = Selkie Male, SF = Selkie Female, LM = Lilty Male, and LF = Lilty Female. Armor that can only be equipped by males will have "Males Only" written in the name, while those that can only be equipped by females will have "Females Only" written in the name.

Corresponding Equipped Bonuses Chart

A chart showing the potential extra ingredients and the additional abilities they grant has been included in the Equip Bonus section of this guide. When looking for specific bonuses, consult this chart to find the appropriate ingredient.

Clavat Weaponry

HATCHET

SCROLL	BUY	SELL	ATK	DEF	MAG
Novice's Weapon	110	55	10	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	-	-
		SP Boost 3	-
	ATK Boost 5	-	-
		Impact Boost 3	Samurai Lore 3
	SP Boost 3	-	-
	SP Boost 5	-	-

BASTARD SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Steel Weapon	350	175	40	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Boost 2	-
	HP Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	HP Boost 3	Fast Charge 1
			Tribal Secrets 1
	ATK Boost 5	HP Boost 5	-
	HP Boost 3	SP Boost 3	Fast Charge 1
			Tribal Secrets 1
	HP Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Tribal Secrets 1
	SP Boost 5	ATK Boost 5	-

ICE BRAND

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Weapon	-	225	45	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	ATK Boost 1	Azure Essence 1	-
	ATK Boost 2		-
	HP Boost 1	ATK Boost 1	-
	HP Boost 2		-
	Azure Essence 1	Anti-Frost Boost 1	-
	Azure Essence 2	-	-
★★★	ATK Boost 2	Azure Essence 2	Anti-Frost Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Azure Essence 2	Anti-Frost Boost 2
	Anti-Frost Boost 3	-	-
	Azure Essence 3	-	-

DEFENDER

SCROLL	BUY	SELL	ATK	DEF	MAG
Victorious Weapon	650	325	70	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Stun Boost 1	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 2	DEF Boost 2	Anti-Stun Boost 1
	ATK Boost 3	Anti-Stun Boost 2	-
	DEF Boost 2	HP Boost 2	Anti-Stun Boost 1
	DEF Boost 3	Anti-Stun Boost 2	-
	DEF Boost 5	Anti-Stun Boost 3	-
	HP Boost 2	ATK Boost 2	Anti-Stun Boost 1
	HP Boost 3	Anti-Stun Boost 2	-

BRONZE SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Fledgling's Weapon	130	60	21	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	-	-
		SP Boost 3	-
		HP Absorb Def. 3	-
	ATK Boost 5	-	-
	SP Boost 3	-	-
	SP Boost 5	-	-
		HP Absorb Def. 3	-

GLADIUS

SCROLL	BUY	SELL	ATK	DEF	MAG
Warrior's Weapon	430	215	50	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	SP Boost 3	-
		Samurai Lore 1	Impact Boost 1
	ATK Boost 5	-	-
	SP Boost 3	Tribal Secrets 1	Impact Boost 1
	SP Boost 5	-	-

THUNDER HATCHET

SCROLL	BUY	SELL	ATK	DEF	MAG
Thunderous Weapon	-	225	45	12	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	ATK Boost 1	Amber Essence 1	-
	ATK Boost 2	-	-
	Anti-Zap Boost 1	ATK Boost 1	-
	Anti-Zap Boost 2	-	-
	Amber Essence 1	Anti-Zap Boost 1	-
	Amber Essence 2	-	-
★★★	ATK Boost 2	Amber Essence 2	Anti-Zap Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Amber Essence 2	Anti-Zap Boost 2
	Anti-Zap Boost 3	-	-
	Amber Essence 3	-	-

ZANTETSU

SCROLL	BUY	SELL	ATK	DEF	MAG
Master's Weapon	-	340	80	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
		Samurai Lore 1	-
	SP Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
		Samurai Lore 1	-
★★★	ATK Boost 3	Fast Charge 2	Tribal Secrets 2
		Samurai Lore 2	Fast Charge 2
			Tribal Secrets 2
	ATK Boost 4	Samurai Lore 3	-
	SP Boost 3	Fast Charge 2	Tribal Secrets 2
		Samurai Lore 2	Fast Charge 2
			Tribal Secrets 2

IRON SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Iron Weapon	200	100	32	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	DEF Boost 2	-
	DEF Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	DEF Boost 3	Fast Charge 1
			Impact Boost 1
	ATK Boost 5	DEF Boost 5	-
	DEF Boost 3	SP Boost 3	Fast Charge 1
			Impact Boost 1
	DEF Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Impact Boost 1
	SP Boost 5	ATK Boost 5	-

FLAMETONGUE

SCROLL	BUY	SELL	ATK	DEF	MAG
Fiery Weapon	-	225	45	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	ATK Boost 1	Crimson Essence 1	-
	ATK Boost 2	-	-
	Anti-Burn Boost 1	ATK Boost 1	-
	Anti-Burn Boost 2	-	-
	Crimson Essence 1	Anti-Burn Boost 1	-
	Crimson Essence 2	-	-
★★★	ATK Boost 2	Crimson Essence 2	Anti-Burn Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Crimson Essence 2	Anti-Burn Boost 2
	Anti-Burn Boost 3	-	-
	Crimson Essence 3	-	-

BRAVE SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Courageous Weapon	540	270	60	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	Monk Wisdom 1	-	-
★★	ATK Boost 1	HP Boost 1	-
	ATK Boost 2	-	-
	HP Boost 1	Monk Wisdom 1	-
	HP Boost 2	-	-
	Monk Wisdom 1	ATK Boost 1	-
	Monk Wisdom 2	-	-
★★★	ATK Boost 2	HP Boost 2	Monk Wisdom 2
	ATK Boost 3	-	-
	ATK Boost 5	HP Boost 2	Monk Wisdom 2
	HP Boost 3	-	-
	Monk Wisdom 3	-	-

MYTHRIL SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Weapon	1100	550	90	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
	SP Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
★★★	ATK Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2
	ATK Boost 4	HP Boost 3	-
	SP Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2

ANCIENT SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Relic Weapon	-	700	90	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
	SP Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
★★★	ATK Boost 3	Fast Charge 2	Tribal Secrets 2
			Impact Boost 1
		Tribal Secrets 2	Impact Boost 1
	SP Boost 3	Fast Charge 2	Tribal Secrets 2
			Impact Boost 1
		Tribal Secrets 2	Impact Boost 1

COLOSSUS BLADE

SCROLL	BUY	SELL	ATK	DEF	MAG
Strongman Weapon	2100	1050	110	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Boost 2	-
		Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
	HP Boost 2	Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
★★★	DEF Boost 2	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 5	DEF Boost 5	-

KOTETSU

SCROLL	BUY	SELL	ATK	DEF	MAG
Noble's Weapon	-	1450	130	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Samurai Lore 3
	ATK Boost 5	-	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Samurai Lore 3

BLIZZARD EDGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Low Temp Weapon	-	2450	135	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	ATK Boost 2	Sage Wisdom 2	-
		Azure Essence 2	-
	Anti-Frost Boost 2	ATK Boost 2	-
		Sage Wisdom 2	-
	Azure Essence 2	Anti-Frost Boost 2	-
		Sage Wisdom 2	-
★★★	ATK Boost 3	Sage Wisdom 3	-
		Azure Essence 3	Anti-Frost Boost 1
	ATK Boost 5	Azure Essence 2	Anti-Frost Boost 1
	Anti-Frost Boost 3	Sage Wisdom 3	-
	Azure Essence 3		-

DARK BLADE

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Weapon	-	1000	100	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1		
	DEF Boost 1		
	HP Boost 1		
★★	ATK Boost 2	HP Absorb ATK. 1	
		SP Absorb ATK. 1	
	DEF Boost 2	HP Absorb ATK. 1	
		SP Absorb ATK. 1	
	HP Boost 2	HP Absorb ATK. 1	
		SP Absorb ATK. 1	
★★★	ATK Boost 1	DEF Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1
	DEF Boost 3	HP Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1
	HP Boost 3	ATK Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1

FEATHER SABER

SCROLL	BUY	SELL	ATK	DEF	MAG
Breezy Weapon	-	1000	110	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★	ATK Boost 2	Ring Speed 2	-
		Dragoon Lore 2	-
		Monk Wisdom 2	-
	SP Boost 2	Ring Speed 2	-
		Dragoon Lore 2	-
		Monk Wisdom 2	-
★	ATK Boost 3	SP Boost 3	Dragoon Lore 3
			Monk Wisdom 3
			Ring Speed 3
		Dragoon Lore 3	Monk Wisdom 3
	ATK Boost 5	SP Boost 5	-
	SP Boost 3	Dragoon Lore 3	Monk Wisdom 3
	Dragoon Lore 3	Monk Wisdom 3	Ring Speed 3

LEGENDARY SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Legendary Weapon	-	2200	140	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 1
		Tribal Secrets 3	Impact Boost 1
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 1
		Tribal Secrets 3	Impact Boost 1

GOLDEN HATCHET

SCROLL	BUY	SELL	ATK	DEF	MAG
Golden Weapon	-	2450	135	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	ATK Boost 2	Sage Wisdom 2	-
		Amber Essence 2	-
	Anti-Zap Boost 2	ATK Boost 2	-
		Sage Wisdom 2	-
	Amber Essence 2	Anti-zap Boost 2	-
		Sage Wisdom 2	-
★★★	ATK Boost 3	Sage Wisdom 3	-
		Amber Essence 3	Anti-zap Boost 3
	ATK Boost 5	Amber Essence 2	Anti-zap Boost 2
	Anti-Zap Boost 3	Sage Wisdom 3	-
	Amber Essence 3		-

LIGHT BLADE

SCROLL	BUY	SELL	ATK	DEF	MAG
Celestial Weapon	-	1500	100	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 1
			SP Regen 1
	MAG Boost 3	SP Boost 2	HP Regen 1
			SP Regen 1
	SP Boost 3	ATK Boost 2	HP Regen 1
			SP Regen 1

GUARDIAN

SCROLL	BUY	SELL	ATK	DEF	MAG
Knight's Weapon	2600	1300	120	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Stun Boost 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 3	DEF Boost 3	Anti-Stun Boost 3
	ATK Boost 4	Anti-Stun Boost 3	-
	DEF Boost 3	HP Boost 3	Anti-Stun Boost 3
	DEF Boost 4	Anti-Stun Boost 3	-
	HP Boost 3	ATK Boost 3	Anti-Stun Boost 3
	HP Boost 4	Anti-Stun Boost 3	-

FIRE EDGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire God's Weapon	-	2450	135	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	ATK Boost 2	Sage Wisdom 2	-
		Crimson Essence 2	-
	Anti-Burn Boost 2	ATK Boost 2	-
		Sage Wisdom 2	-
	Crimson Essence 2	Anti-Burn Boost 2	-
		Sage Wisdom 2	-
★★★	ATK Boost 3	Sage Wisdom 3	-
		Crimson Essence 3	Anti-Burn Boost 3
	ATK Boost 5	Crimson Essence 3	Anti-Burn Boost 2
	Anti-Burn Boost 3	Sage Wisdom 3	-
	Crimson Essence 3		-

CRYSTAL SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Crystalline Weapon	-	3000	150	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
		SP Regen 2	-
	MAG Boost 2	HP Regen 2	-
		SP Regen 2	-
	SP Boost 2	HP Regen 2	-
		SP Regen 2	-
★★★	ATK Boost 3	MAG Boost 3	HP Regen 3
			SP Regen 3
	MAG Boost 3	SP Boost 3	HP Regen 3
			SP Regen 3
	SP Boost 3	ATK Boost 3	HP Regen 3
			SP Regen 3

RUNE SABER

SCROLL	BUY	SELL	ATK	DEF	MAG
Branded Weapon	-	2750	140	-	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	MAG Boost 2	Sage Wisdom 2	-
★★	MAG Boost 2	Ring Speed 2	-
		Ring Root	-
		Red Mage Boost 2	-
★★★	MAG Boost 3	Ring Speed 3	-
		Red Mage 3	Ring Root
			Ring Speed 3
		Sage Wisdom 3	Ring Root
			Red Mage Wisdom 3
			Ring Speed 3
		Crimson Essence 3	Ring Root
		Azure Essence 3	-
		Amber Essence 3	-
		Jade Essence 3	-

MURAMASA

SCROLL	BUY	SELL	ATK	DEF	MAG
Cursed Weapon	-	3800	160	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	ATK Boost 1	DEF Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	DEF Boost 3	HP Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	HP Boost 3	ATK Boost 1	HP Absorb ATK. 3
			SP Absorb ATK. 3

EXCALIBUR

SCROLL	BUY	SELL	ATK	DEF	MAG
Conqueror Weapon	-	5500	170	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
	MAG Boost 2		-
	SP Boost 2		-
★★★	ATK Boost 2	SP Regen 2	-
	ATK Boost 3	HP Regen 3	SP Regen 3
	MAG Boost 2	SP Regen 2	-
	MAG Boost 3	HP Regen 3	SP Regen 3
	SP Boost 2	SP Regen 2	-
	SP Boost 3	HP Regen 3	SP Regen 3

MASAMUNE

SCROLL	BUY	SELL	ATK	DEF	MAG
Foreign Weapon	-	3350	160	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1		
	SP Boost 1		
★★	ATK Boost 2	Fast Charge 2	
		Tribal Secrets 2	
		Samurai Lore 2	
	SP Boost 2	Fast Charge 2	
		Tribal Secrets 2	
		Samurai Lore 2	
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3
	ATK Boost 4	Samurai Lore 3	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3

DEATHBRINGER

SCROLL	BUY	SELL	ATK	DEF	MAG
Underworld Weapon	-	4500	170	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 1	SP Absorb ATK. 2	-
	DEF Boost 2		-
	DEF Boost 3	HP Absorb ATK. 3	SP Absorb ATK. 3
	HP Boost 2	SP Absorb ATK. 2	-
	HP Boost 3	HP Absorb ATK. 3	SP Absorb ATK. 3
	HP Absorb ATK. 3	SP Absorb ATK. 3	-

RAGNAROK

SCROLL	BUY	SELL	ATK	DEF	MAG
Götterdämmerung	-	6250	180	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 1	SP Absorb ATK. 2	-
	DEF Boost 2		-
	DEF Boost 3	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Boost 2	SP Absorb ATK. 2	-
	HP Boost 3	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Absorb ATK. 3	Impact Boost 2	-
	SP Absorb ATK. 3		-

Yuke Weaponry

WOODEN STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Novice's Weapon	110	55	5	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 1	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
	SP Boost 1	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
★★★	MAG Boost 2	Fast Charge 1	Tribal Secrets 1
			Ring Speed 1
		Tribal Secrets 1	Ring Speed 1
	MAG Boost 5	SP Boost 5	-
	SP Boost 2	Fast Charge 1	Tribal Secrets 1
			Ring Speed 1
		Tribal Secrets 1	Ring Speed 1

OAK STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fledgling's Weapon	130	65	12	-	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 1	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
	SP Boost 1	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
★★★	MAG Boost 2	Fast Charge 1	Tribal Secrets 1
			Ring Speed 1
		Tribal Secrets 1	Ring Speed 1
	MAG Boost 5	SP Boost 5	-
	SP Boost 2	Fast Charge 1	Tribal Secrets 1
			Ring Speed 1
		Tribal Secrets 1	Ring Speed 1

CANDY ROD

SCROLL	BUY	SELL	ATK	DEF	MAG
Child's Weapon	-	60	8	-	12

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
	HP Boost 2	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
	SP Boost 2	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
★★★	MAG Boost 3	Fruit Boot 2	Veggie Might 2
	HP Boost 3		
	SP Boost 3		
	Smart Riches 3	-	-

STRIPED ROD

SCROLL	BUY	SELL	ATK	DEF	MAG
Stylish Weapon	-	135	22	-	18

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1		
	SP Boost 1		
★★	MAG Boost 2	Anti-Burn Boost 1	
		Anti-Frost Boost 1	
		Anti-Zap Boost 1	
	SP Boost 2	Anti-Burn Boost 1	
		Anti-Frost Boost 1	
		Anti-Zap Boost 1	
★★★	MAG Boost 3	Anti-Burn Boost 2	Anti-Frost Boost 2
			Anti-Zap Boost 2
		Anti-Frost Boost 2	Anti-Zap Boost 2
	SP Boost 3	Anti-Burn Boost 2	Anti-Frost Boost 2
			Anti-Zap Boost 2
		Anti-Frost Boost 2	Anti-Zap Boost 2
	Anti-Burn Boost 3	Anti-Frost Boost 3	Anti-Zap Boost 3

POWER STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Warrior's Weapon	430	215	30	-	20

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Stun Boost 1	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 2	DEF Boost 2	Anti-Stun Boost 1
	ATK Boost 3	Anti-Stun Boost 2	-
	DEF Boost 2	HP Boost 2	Anti-Stun Boost 1
	DEF Boost 3	Anti-Stun Boost 2	-
	DEF Boost 5	Anti-Stun Boost 3	-
	HP Boost 2	ATK Boost 2	Anti-Stun Boost 1
	HP Boost 3	Anti-Stun Boost 2	-

EARTH STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Courageous Weapon	540	270	25	5	30

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	HP Boost 2	Impact Boost 1	-
		Samurai Lore 1	-
	DEF Boost 2	Impact Boost 1	-
		Samurai Lore 1	-
	HP Boost 2	Impact Boost 1	-
		Samurai Lore 1	-
★★★	HP Boost 3	Samurai Lore 2	Impact Boost 1
	HP Boost 5	-	-
	DEF Boost 3	Samurai Lore 2	Impact Boost 1
	HP Boost 3		

STAFF OF SKILLS

SCROLL	BUY	SELL	ATK	DEF	MAG
Master's Weapon	-	340	40	-	40

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
	SP Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
		Ring Speed 1	-
★★★	MAG Boost 3	Fast Charge 2	Tribal Secrets 2
			Ring Speed 2
		Tribal Secrets 2	Ring Speed 2
	SP Boost 3	Fast Charge 2	Tribal Secrets 2
			Ring Speed 2
		Tribal Secrets 2	Ring Speed 2
	SP Boost 5	Fast Charge 2	Tribal Secrets 2

DARK STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Weapon	-	1000	45	-	55

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	MAG Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	DEF Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	HP Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
★★★	MAG Boost 3	DEF Boost 2	HP Absorb ATK. 2
			SP Absorb ATK. 2
	DEF Boost 3	HP Boost 2	HP Absorb ATK. 2
			SP Absorb ATK. 2
	HP Boost 3	MAG Boost 2	HP Absorb ATK. 2
			SP Absorb ATK. 2

FIRE STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fiery Weapon	-	225	25	-	25

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	MAG Boost 1	Crimson Essence 1	-
	MAG Boost 2	-	-
	Anti-Burn Boost 1	MAG Boost 1	-
	Anti-Burn Boost 2	-	-
	Crimson Essence 1	Anti-Burn Boost 1	-
	Crimson Essence 2	-	-
★★★	MAG Boost 2	Crimson Essence 2	Anti-Burn Boost 2
	MAG Boost 3	-	-
	MAG Boost 5	Crimson Essence 2	Anti-Burn Boost 2
	Anti-Burn Boost 3	-	-
	Crimson Essence 3	-	-

MAGIC WAND

SCROLL	BUY	SELL	ATK	DEF	MAG
Magical Weapon	-	240	25	-	35

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Ring Speed 1	-
		Ring Root	-
	SP Boost 2	Focus Boost 1	-
		Ring Speed 1	-
		Ring Root	-
★★★	MAG Boost 3	Focus Boost 2	Ring Speed 2
			Ring Root
		Ring Speed 2	Ring Root
	MAG Boost 5	Ring Root	-
	SP Boost 3	Focus Boost 2	Ring Speed 2
			Ring Root
		Ring Speed 2	Ring Root

MYTHRIL ROD

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Weapon	1100	550	40	5	45

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	MAG Boost 1	-
		DEF Boost 1	
		HP Boost 1	
	SP Boost 2	MAG Boost 1	-
		DEF Boost 1	
		HP Boost 1	
★★★	MAG Boost 3	DEF Boost 2	HP Boost 2
			ATK Boost 2
		HP Boost 2	ATK Boost 2
	MAG Boost 4	HP Boost 3	-
	SP Boost 3	DEF Boost 2	HP Boost 2
			ATK Boost 2
		HP Boost 2	ATK Boost 2

LIGHT STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Celestial Weapon	-	1500	40	10	50

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	HP Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	MAG Boost 3	HP Boost 3	HP Regen 2
			SP Regen 2
	HP Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2

ICE STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Weapon	-	225	20	5	25

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	MAG Boost 1	Azure Essence 1	-
	MAG Boost 2	-	-
	Anti-Frost Boost 1	MAG Boost 1	-
	Anti-Frost Boost 2	-	-
	Azure Essence 1	Anti-Frost Boost 1	-
	Azure Essence 2	-	-
★★★	MAG Boost 2	Azure Essence 2	Anti-Frost Boost 2
	MAG Boost 3	-	-
	MAG Boost 5	Azure Essence 2	Anti-Frost Boost 2
	Anti-Frost Boost 3	-	-
	Azure Essence 3	-	-

ANGEL'S STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Angel's Weapon	-	310	30	10	30

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2
	MAG Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	ATK Boost 2	HP Regen 2
			SP Regen 2

ANCIENT STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Relic Weapon	-	700	50	-	40

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Anti-Stun Boost 1	-
		Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
	SP Boost 2	Anti-Stun Boost 1	-
		Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
★★★	MAG Boost 3	SP Boost 3	-
		Anti-Stun Boost 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
		Anti-Warp Boost 2	Anti-Dark Boost 2
	SP Boost 3	Anti-Stun Boost 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
		Anti-Warp Boost 2	Anti-Dark Boost 2

STARDUST STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Night Sky Weapon	2100	1050	50	-	60

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Boost 2	-
		Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
	HP Boost 2	Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
★★★	DEF Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 3	DEF Boost 5	-

SUN STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sun's Weapon	2500	1250	50	10	60

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
	MAG Boost 2		-
	SP Boost 2		-
★★★	ATK Boost 2	SP Regen 2	-
	ATK Boost 3	HP Regen 3	SP Regen 3
	MAG Boost 2	SP Regen 2	-
	MAG Boost 3	HP Regen 3	SP Regen 3
	SP Boost 2	SP Regen 2	-
	SP Boost 3	HP Regen 3	SP Regen 3

MOON STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Legendary Weapon	-	2200	65	-	75

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	MAG Boost 2	Anti-Warp Boost 2	Sage Wisdom 2
		Anti-Dark Boost 2	
	DEF Boost 2	Anti-Warp Boost 2	Sage Wisdom 2
		Anti-Dark Boost 2	
	HP Boost 2	Anti-Warp Boost 2	Sage Wisdom 2
		Anti-Dark Boost 2	
★★★	MAG Boost 3	Anti-Warp Boost 3	Sage Wisdom 3
		Anti-Dark Boost 3	
	DEF Boost 3	Anti-Warp Boost 3	Sage Wisdom 3
		Anti-Dark Boost 3	
	HP Boost 3	Anti-Warp Boost 3	Sage Wisdom 3
		Anti-Dark Boost 3	

BLIZZARD STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Low Temp Weapon	-	2450	60	15	70

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	MAG Boost 2	Sage Wisdom 2	-
		Azure Essence 2	-
	Anti-Frost Boost 2	MAG Boost 2	-
		Sage Wisdom 2	-
	Azure Essence 2	Anti-Frost Boost 2	-
		Sage Wisdom 2	-
★★★	MAG Boost 3	Sage Wisdom 3	Ring Root
		Azure Essence 3	Anti-Frost Boost 3
	MAG Boost 5	Azure Essence 2	Anti-Frost Boost 2
	Anti-Frost Boost 3	Sage Wisdom 3	Ring Root
	Azure Essence 3		

RUNE WAND

SCROLL	BUY	SELL	ATK	DEF	MAG
Branded Weapon	-	2750	65	-	85

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
★★	MAG Boost 2	Ring Speed 2	-
		Ring Root	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-
★★★		Ring Speed 3	Focus Boost 3
		Red Mage Wisdom 3	Ring Speed 3
			Focus Boost 3
		Sage Wisdom 3	Red Mage Wisdom 3
			Ring Speed 3
			Focus Boost 3
		Crimson Essence 3	Focus Boost 3
		Azure Essence 3	
		Amber Essence 3	
		Jade Essence 3	

SAGE'S STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Noble's Weapon	-	1450	55	-	75

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
★★	MAG Boost 2	Ring Speed 2	-
		Ring Root	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-
★★★	MAG Boost 3	Ring Speed 3	Ring Root
		Red Mage Wisdom 3	Ring Speed 3
			Ring Root
		Sage Wisdom 3	Red Mage Wisdom 3
			Ring Speed 3
			Ring Root
		Crimson Essence 3	Ring Root
		Azure Essence 3	
		Amber Essence 3	
		Jade Essence 3	

YEW STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Wooden Weapon	-	2150	60	10	70

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	HP Boost 1	-	-
★★	MAG Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
★★★	MAG Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2

GOLDEN STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Golden Weapon	-	2450	70	-	70

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	MAG Boost 2	Sage Wisdom 2	-
		Amber Essence 2	-
	Anti-Zap Boost 2	MAG Boost 2	-
		Sage Wisdom 2	-
	Amber Essence 2	Anti-Zap Boost 2	-
		Sage Wisdom 2	-
★★★	MAG Boost 3	Sage Wisdom 3	Ring Root
		Amber Essence 3	Anti-Zap Boost 3
	MAG Boost 5	Amber Essence 2	Anti-Zap Boost 2
	Anti-Zap Boost 3	Sage Wisdom 3	Ring Root
	Amber Essence 3		

CHAOS STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Cursed Weapon	-	3800	70	10	80

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1		
	DEF Boost 1		
	HP Boost 1		
★★	MAG Boost 2	Anti-Warp Boost 2	Ring Speed 2
		Anti-Dark Boost 2	
	DEF Boost 2	Anti-Warp Boost 2	Ring Speed 2
		Anti-Dark Boost 2	
	HP Boost 2	Anti-Warp Boost 2	Ring Speed 2
		Anti-Dark Boost 2	
★★★	MAG Boost 3	Anti-Warp Boost 3	Ring Speed 3
		Anti-Dark Boost 3	
	DEF Boost 3	Anti-Warp Boost 3	Ring Speed 3
		Anti-Dark Boost 3	
	HP Boost 3	Anti-Warp Boost 3	Ring Speed 3
		Anti-Dark Boost 3	

HOLY STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Exorcist's Weapon	-	1500	50	10	70

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
	MAG Boost 2		-
	SP Boost 2		-
★★★	ATK Boost 2	SP Regen 2	-
	ATK Boost 3	HP Regen 3	SP Regen 3
	MAG Boost 2	SP Regen 2	-
	MAG Boost 3	HP Regen 3	SP Regen 3
	SP Boost 2	SP Regen 2	-
	SP Boost 3	HP Regen 3	SP Regen 3

SVAROG'S STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire God's Weapon	-	2450	60	-	80

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	MAG Boost 2	Sage Wisdom 2	-
		Crimson Essence 2	-
	Anti-Burn Boost 2	MAG Boost 2	-
		Sage Wisdom 2	-
	Crimson Essence 2	Anti-Burn Boost 2	-
		Sage Wisdom 2	-
★★★	MAG Boost 3	Sage Wisdom 3	Ring Root
		Crimson Essence 3	Anti-Burn Boost 3
	MAG Boost 5	Crimsons Essence 2	Anti-Burn Boost 2
	Anti-Burn Boost 3	Sage Wisdom 3	Ring Root
	Crimson Essence 3		

CRYSTAL ROD

SCROLL	BUY	SELL	ATK	DEF	MAG
Crystalline Weapon	-	3000	75	-	75

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
		SP Regen 2	-
	MAG Boost 2	HP Regen 2	-
		SP Regen 2	-
	SP Boost 2	HP Regen 2	-
		SP Regen 2	-
★★★	ATK Boost 3	MAG Boost 3	HP Regen 3
			SP Regen 3
	MAG Boost 3	SP Boost 3	HP Regen 3
			SP Regen 3
	SP Boost 3	ATK Boost 3	HP Regen 3
			SP Regen 3

DEATH STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Underworld Weapon	-	4500	85	-	85

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	ATK Boost 1	DEF Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	DEF Boost 3	HP Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	HP Boost 3	ATK Boost 1	HP Absorb ATK. 3
			SP Absorb ATK. 3

JUDGMENT STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Destructive Weapon	-	6000	80	-	100

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	DEF Boost 3	HP Absorb ATK. 3	Impact Boost 2
		SP Absorb ATK. 3	
	HP Boost 3	HP Absorb ATK. 3	Impact Boost 2
		SP Absorb ATK. 3	
	HP Absorb ATK. 3	Impact Boost 3	-
	SP Absorb ATK. 3		-

KITTY STAFF

SCROLL	BUY	SELL	ATK	DEF	MAG
Housepet's Weapon	-	6250	180	-	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	MAG Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	SP Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
★★★	ATK Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	MAG Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	SP Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3

Selkie Weaponry

WOODEN BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Novice's Weapon	110	55	8	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	-	-
		SP Boost 3	-
		HP Absorb ATK. 3	-
	ATK Boost 5	-	-
	SP Boost 3	-	-
	SP Boost 5	-	-
		HP Absorb ATK. 3	-

IRON BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Iron Weapon	200	100	24	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	DEF Boost 2	-
	DEF Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	DEF Boost 3	Fast Charge 1
			Impact Boost 1
	ATK Boost 5	DEF Boost 5	-
	DEF Boost 3	SP Boost 3	Fast Charge 1
			Impact Boost 1
	DEF Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Impact Boost 1
	SP Boost 5	ATK Boost 5	-

WAR BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Warrior's Weapon	430	215	40	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Boost 2	-
	HP Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	
★★★	ATK Boost 3	HP Boost 3	Fast Charge 1
			Tribal Secrets 1
	ATK Boost 5	HP Boost 5	-
	HP Boost 3	SP Boost 3	Fast Charge 1
			Tribal Secrets 1
	HP Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Tribal Secrets 1
	SP Boost 5	ATK Boost 5	-

FROST BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Weapon	-	225	38	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	ATK Boost 1	Azure Essence 1	-
	ATK Boost 2	-	-
	Anti-Frost Boost 1	ATK Boost 1	-
	Anti-Frost Boost 2	-	-
	Azure Essence 1	Anti-Frost Boost 1	-
	Azure Essence 2	-	-
★★★	ATK Boost 2	Azure Essence 2	Anti-Frost Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Azure Essence 2	Anti-Frost Essence 2
	Anti-Frost Boost 3	-	-
	Azure Essence 3	-	-

SHORT BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Fledging's Weapon	130	65	16	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	-	-
		SP Boost 3	-
		HP Absorb ATK. 3	-
	ATK Boost 5	-	-
	SP Boost 3	-	-
	SP Boost 5	-	-
		HP Absorb ATK. 3	-

KILLER BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Steel Weapon	350	175	32	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	-	-
		SP Boost 1	-
	SP Boost 2	-	-
		ATK Boost 1	-
★★★	ATK Boost 3	SP Boost 3	-
		Samurai Lore 1	Impact Boost 1
	ATK Boost 5	-	-
	SP Boost 3	Tribal Secrets 1	Impact Boost 1
	SP Boost 5	-	-

FLAME BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Fiery Weapon	-	225	38	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	ATK Boost 1	Crimson Essence 1	-
	ATK Boost 2	-	-
	Anti-Burn Boost 1	ATK Boost 1	-
	Anti-Burn Boost 2	-	-
	Crimson Essence 1	Anti-Burn Boost 1	-
	Crimson Essence 2	-	-
★★★	ATK Boost 2	Crimson Essence 2	Anti-Burn Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Crimson Essence 2	Anti-Burn Essence 2
	Anti-Burn Boost 3	-	-
	Crimson Essence 3	-	-

RANGER'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Courageous Weapon	540	270	48	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	Monk Wisdom 1	-	-
★★	ATK Boost 1	HP Boost 1	-
	ATK Boost 2	-	-
	HP Boost 1	Monk Wisdom 1	-
	HP Boost 2	-	-
	Monk Wisdom 1	ATK Boost 1	-
	Monk Wisdom 2	-	-
★★★	ATK Boost 2	HP Boost 2	Monk Wisdom 2
	ATK Boost 3	-	-
	ATK Boost 5	HP Boost 2	Monk Wisdom 2
	HP Boost 3	-	-
	Monk Wisdom 3	-	-

ELFIN BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Magical Weapon	-	240	45	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
★★	MAG Boost 2	Ring Speed 1	-
		Ring Root	-
		Red Mage Wisdom 1	-
		Sage Wisdom 1	-
★★★	MAG Boost 3	Ring Speed 2	Ring Root
		Red Mage Wisdom 2	Ring Speed 2
			Ring Root
		Sage Wisdom 2	Red Mage Wisdom 2
			Ring Speed 2
			Ring Root
		Crimson Essence 2	-
		Azure Essence 2	-
		Amber Essence 2	-
		Jade Essence 2	-

HUNTER'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Master's Weapon	-	340	69	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	
		Samurai Lore 2	
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	
		Samurai Lore 2	
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3
	ATK Boost 5	-	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3

DARK BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Weapon	-	1000	82	-	3

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	DEF Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	HP Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
★★★	ATK Boost 3	DEF Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1
	DEF Boost 3	HP Boost 2	HP Absorb ATK. 2
			SP Absorb ATK. 2
	HP Boost 3	ATK Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1

AEOLIAN BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Breezy Weapon	-	1000	88	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Ring Speed 2	-
		Dragoon Lore 2	-
		Monk Wisdom 2	-
	SP Boost 2	Ring Speed 2	-
		Dragoon Lore 2	-
		Monk Wisdom 2	-
★★★	ATK Boost 3	SP Boost 3	Dragoon Lore 3
			Monk Wisdom 3
			Ring Speed 3
		Dragoon Lore 3	Monk Wisdom 3
	ATK Boost 5	SP Boost 3	-
	SP Boost 3	Dragoon Lore 3	Monk Wisdom 3
	Dragoon Lore 3	Monk Wisdom 3	Ring Speed 3

HERO'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Victorious Weapon	650	325	60	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 1
		Tribal Secrets 3	Impact Boost 1
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 1
		Tribal Secrets 3	Impact Boost 1

SILVER BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Silver Weapon	-	380	64	-	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
	DEF Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
	HP Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
★★★	ATK Boost 3	Anti-Warp Boost 2	Impact Boost 1
		Anti-Dark Boost 2	
	DEF Boost 3	Anti-Warp Boost 2	Impact Boost 1
		Anti-Dark Boost 2	
	HP Boost 3	Anti-Warp Boost 2	Impact Boost 1
		Anti-Dark Boost 2	

EDEN'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Celestial Weapon	-	1500	80	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2
	MAG Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	ATK Boost 2	HP Regen 2
			SP Regen 2

BALLISTA

SCROLL	BUY	SELL	ATK	DEF	MAG
Knight's Weapon	2600	1300	102	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
	SP Boost 2	Fast Charge 1	-
		Tribal Secrets 1	-
★★★	ATK Boost 3	Fast Charge 2	Tribal Secrets 2
			Impact Boost 1
		Tribal Secrets 2	Impact Boost 1
	SP Boost 3	Fast Charge 2	Tribal Secrets 2
			Impact Boost 1
		Tribal Secrets 2	Impact Boost 1

ANGEL'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Angel's Weapon	-	310	56	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2
	MAG Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	ATK Boost 2	HP Regen 2
			SP Regen 2

MYTHRIL BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Weapon	1100	550	75	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
	SP Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
★★★	ATK Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2
	ATK Boost 4	HP Boost 2	-
	SP Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2

BRAVERY BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Strongman Weapon	2100	1050	90	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Boost 2	-
		Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
	HP Boost 2	Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
★★★	DEF Boost3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 5	DEF Boost 5	-

WOLF'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Noble's Weapon	-	1450	105	2	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3
	ATK Boost 4	Samurai Lore 3	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3

EXORCIST BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Exorcist's Weapon	-	1500	104	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
	DEF Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
	HP Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
★★★	ATK Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	
	DEF Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	
	HP Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	

SVAROG'S BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire God's Weapon	-	2450	110	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	ATK Boost 2	Sage Wisdom 2	-
		Crimson Essence 2	-
	Anti-Burn Boost 2	ATK Boost 2	-
		Sage Wisdom 2	-
	Crimson Essence 2	Anti-Burn Boost 2	-
		Sage Wisdom 2	-
★★★	ATK Boost 3	Sage Wisdom 3	-
		Crimson Essence 3	Anti-Burn Boost 3
	ATK Boost 5	Crimson Essence 2	Anti-Burn Boost 2
	Anti-Burn Boost 3	Sage Wisdom 3	-
	Crimson Essence 3	Sage Wisdom 3	-

CHAOS BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Cursed Weapon	-	3800	128	-	6

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	ATK Boost 1	DEF Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	DEF Boost 3	HP Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	HP Boost 3	ATK Boost 1	HP Absorb ATK. 3
			SP Absorb ATK. 3

CHOCOBOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Lil' Yella Fella	-	6250	148	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	DEF Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	HP Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	SP Boost 2	Fruit Boot 2	Lady Luck 2
			Smart Riches 2
★★★	DEF Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	HP Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	SP Boost 4	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3

ABYSS KILLER

SCROLL	BUY	SELL	ATK	DEF	MAG
Legendary Weapon	-	2200	115	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Warp Boost 1	Tribal Secrets 2
		Anti-Dark Boost 1	
	DEF Boost 2	Anti-Warp Boost 1	Tribal Secrets 2
		Anti-Dark Boost 1	
	HP Boost 2	Anti-Warp Boost 1	Tribal Secrets 2
		Anti-Dark Boost 1	
★★★	ATK Boost 3	Anti-Warp Boost 2	Tribal Secrets 3
		Anti-Dark Boost 2	
	DEF Boost 3	Anti-Warp Boost 2	Tribal Secrets 3
		Anti-Dark Boost 2	
	HP Boost 3	Anti-Warp Boost 2	Tribal Secrets 3
		Anti-Dark Boost 2	

CRYSTAL BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Crystalline Weapon	-	3000	120	-	-

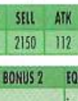
RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
		SP Regen 2	-
	MAG Boost 2	HP Regen 2	-
		SP Regen 2	-
	SP Boost 2	HP Regen 2	-
		SP Regen 2	-
★★★	ATK Boost 3	MAG Boost 3	HP Regen 3
			SP Regen 3
	MAG Boost 2	SP Boost 3	HP Regen 3
			SP Regen 3
	SP Boost 3	ATK Boost 3	HP Regen 3
			SP Regen 3

FALLEN ANGEL BOW

SCROLL	BUY	SELL	ATK	DEF	MAG
Underworld Weapon	-	4500	138	2	6

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	DEF Boost 3	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Boost 3	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Absorb ATK. 3	Impact Boost 2	-
	SP Absorb ATK. 3		-

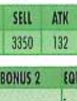
YEW BOW



SCROLL	BUY	SELL	ATK	DEF	MAG
Wooden Weapon	-	2150	112	10	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secret 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2
	SP Boost 3	Fast Charge 3	Tribal Secret 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2

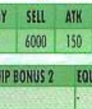
YOICHI'S BOW



SCROLL	BUY	SELL	ATK	DEF	MAG
Foreign Weapon	-	3350	132	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3
	ATK Boost 4	Samurai Lore 3	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3

DOOM CANNON



SCROLL	BUY	SELL	ATK	DEF	MAG
Destructive Weapon	-	6000	150	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 2	Fast Charge 3	Impact Boost 1
	ATK Boost 3	Tribal Secrets 3	
	DEF Boost 2	Fast Charge 3	
	DEF Boost 3	Tribal Secrets 3	
	HP Boost 2	Fast Charge 3	
	HP Boost 3	Tribal Secrets 3	
	Impact Boost 2	-	-

Lilty Weaponry

WOODEN HAMMER

SCROLL	BUY	SELL	ATK	DEF	MAG
Novice's Weapon	110	55	8	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
	DEF Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
	HP Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
★★★	ATK Boost 3	Samurai Lore 2	Impact Boost 1
	ATK Boost 5	-	-
	DEF Boost 3	Samurai Lore 2	Impact Boost 1
	HP Boost 3		

IRON LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Iron Weapon	200	100	35	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	DEF Boost 2	-
	DEF Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	DEF Boost 3	Fast Charge 1
			Impact Boost 1
	ATK Boost 5	DEF Boost 5	-
	DEF Boost 3	SP Boost 3	Fast Charge 1
			Impact Boost 1
	DEF Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Impact Boost 1
	SP Boost 5	ATK Boost 5	-

IRON MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Warrior's Weapon	430	215	58	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	DEF Boost 2	-
	DEF Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	DEF Boost 3	Fast Charge 1
			Impact Boost 1
	ATK Boost 5	DEF Boost 5	-
	DEF Boost 3	SP Boost 3	Fast Charge 1
			Impact Boost 1
	DEF Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Impact Boost 1
	SP Boost 5	ATK Boost 5	-

MAGICAL HAMMER

SCROLL	BUY	SELL	ATK	DEF	MAG
Magical Weapon	-	240	58	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
★★	MAG Boost 2	Ring Speed 1	-
		Ring Root	-
		Red Mage Wisdom 1	-
		Sage Wisdom 1	-
★★★	MAG Boost 3	Ring Speed 2	Ring Root
		Red Mage Wisdom 2	Ring Speed 2
			Ring Root
		Sage Wisdom 2	Red Mage Wisdom 2
			Ring Speed 2
			Ring Root
		Crimson Essence 2	-
		Azure Essence 2	-
		Amber Essence 2	-
		Jade Essence 2	-

OAK MALLET

SCROLL	BUY	SELL	ATK	DEF	MAG
Fledgling's Weapon	130	65	18	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
	DEF Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
	HP Boost 1	Impact Boost 1	-
		Samurai Lore 1	-
★★★	ATK Boost 3	Samurai Lore 2	Impact Boost 1
	ATK Boost 5	-	-
	DEF Boost 3	Samurai Lore 2	Impact Boost 1
	HP Boost 3		

STEEL LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Steel Weapon	350	175	45	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Boost 2	-
	HP Boost 2	SP Boost 2	-
	SP Boost 2	ATK Boost 2	-
★★★	ATK Boost 3	HP Boost 3	Fast Charge 1
			Tribal Secrets 1
	ATK Boost 5	HP Boost 5	-
	HP Boost 3	SP Boost 3	Fast Charge 1
			Tribal Secrets 1
	HP Boost 5	SP Boost 5	-
	SP Boost 3	ATK Boost 3	Fast Charge 1
			Tribal Secrets 1
	SP Boost 5	ATK Boost 5	-

CHILLED LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Weapon	-	225	50	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	ATK Boost 1	Azure Essence 1	-
	ATK Boost 2	-	-
	Anti-Frost Boost 1	ATK Boost 1	-
	Anti-Frost Boost 2	-	-
	Azure Essence 1	Anti-Frost Boost 1	-
	Azure Essence 2	-	-
★★★	ATK Boost 2	Azure Essence 2	Anti-Frost Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Azure Essence 2	Anti-Frost Boost 2
	Anti-Frost Boost 3	-	-
	Azure Essence 3	-	-

ANGEL'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Angel's Weapon	-	310	67	-	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2
	MAG Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	ATK Boost 2	HP Regen 2
			SP Regen 2

TOY HAMMER

SCROLL	BUY	SELL	ATK	DEF	MAG
Child's Weapon	-	60	15	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	DEF Boost 1	Smart Riches 1	-
		Fruit Boot 1	Veggie Might 1
	HP Boost 1	Smart Riches 1	-
		Fruit Boot 1	Veggie Might 1
	SP Boost 1	Smart Riches 1	-
		Fruit Boot 1	Veggie Might 1
★★★	DEF Boost 3	Fruit Boot 3	Veggie Might 3
	HP Boost 3		
	SP Boost 3		
	Smart Riches 3	-	-

LOVELY SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Stylish Weapon	-	135	40	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	DEF Boost 1	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
	HP Boost 1	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
	SP Boost 1	Smart Riches 2	-
		Fruit Boot 1	Veggie Might 1
★★★	DEF Boost 3	Fruit Boot 3	Veggie Might 3
	HP Boost 3		
	SP Boost 3		
	Smart Riches 3	-	-

THUNDER MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Thunderous Weapon	-	225	50	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	ATK Boost 1	Amber Essence 1	-
	ATK Boost 2	-	-
	Anti-Zap Boost 1	ATK Boost 1	-
	Anti-Zap Boost 2	-	-
	Amber Essence 1	Anti-Zap Boost 1	-
	Amber Essence 2	-	-
★★★	ATK Boost 2	Amber Essence 2	Anti-Zap Boost 2
	ATK Boost 3	-	-
	ATK Boost 5	Amber Essence 2	Anti-Zap Boost 2
	Anti-Zap Boost 3	-	-
	Amber Essence 3	-	-

SILVER LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Silver Weapon	-	380	76	-	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
	DEF Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
	HP Boost 2	Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
★★★	ATK Boost 3	Anti-Warp Boost 1	Impact Boost 1
		Anti-Dark Boost 1	
	DEF Boost 3	Anti-Warp Boost 1	Impact Boost 1
		Anti-Dark Boost 1	
	HP Boost 3	Anti-Warp Boost 1	Impact Boost 1
		Anti-Dark Boost 1	

MYTHRIL LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Weapon	1100	550	98	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
	SP Boost 2	MAG Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
★★★	ATK Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2
	ATK Boost 4	HP Boost 3	-
	SP Boost 3	DEF Boost 2	HP Boost 2
			MAG Boost 2
		HP Boost 2	MAG Boost 2

HELL'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Strongman Weapon	2100	1050	110	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 1	SP Absorb ATK. 2	-
	DEF Boost 2		-
	DEF Boost 3	HP Absorb ATK. 3	SP Absorb ATK. 3
	HP Boost 2	SP Absorb ATK. 2	-
	HP Boost 3	HP Absorb ATK. 3	SP Absorb ATK. 3
	HP Absorb ATK. 3	SP Absorb ATK. 3	-

JESTER'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Noble's Weapons	-	1450	130	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	DEF Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	HP Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
	SP Boost 2	Fruit Boot 2	Lady Luck 2
		Veggie Might 2	Smart Riches 2
★★★	DEF Boost 3	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	HP Boost 3	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3
	SP Boost 3	Fruit Boot 3	Lady Luck 3
		Veggie Might 3	Smart Riches 3

GOLDEN MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Golden Weapon	-	2450	135	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	ATK Boost 2	Sage Wisdom 2	-
		Amber Essence 2	-
	Anti-Zap Boost 2	ATK Boost 2	-
		Sage Wisdom 2	-
	Amber Essence 2	Anti-Zap Boost 2	-
		Sage Wisdom 2	-
★★★	ATK Boost 3	Sage Wisdom 3	-
		Amber Essence 3	Anti-Zap Boost 2
	ATK Boost 5	Amber Essence 2	Anti-Zap Boost 2
	Anti-Zap Boost 3	Sage Wisdom 3	-
	Amber Essence 3		-

DARK SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Weapon	-	1000	100	-	3

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	DEF Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
	HP Boost 2	HP Absorb ATK. 1	-
		SP Absorb ATK. 1	-
★★★	ATK Boost 3	DEF Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1
	DEF Boost 3	HP Boost 2	HP Absorb ATK. 2
			SP Absorb ATK. 2
	HP Boost 3	ATK Boost 2	HP Absorb ATK. 1
			SP Absorb ATK. 1

METEOR MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Night Sky Weapon	-	1050	120	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Boost 2	-
		Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
	HP Boost 2	Anti-Stun Boost 2	-
		Anti-Warp Boost 2	-
★★★	DEF Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 3	Impact Boost 1	-
		Anti-Stun Boost 3	-
		Anti-Warp Boost 3	-
	HP Boost 5	DEF Boost 5	-

SILVER MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Exorcist's Weapon	-	1500	125	-	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
	DEF Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
	HP Boost 2	Anti-Warp Boost 1	Impact Boost 2
		Anti-Dark Boost 1	
★★★	ATK Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	
	DEF Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	
	HP Boost 3	Anti-Warp Boost 2	Impact Boost 3
		Anti-Dark Boost 2	

CRYSTAL LADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Crystalline Weapon	-	3000	158	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
		SP Regen 2	-
	MAG Boost 2	HP Regen 2	-
		SP Regen 2	-
	SP Boost 2	HP Regen 2	-
		SP Regen 2	-
★★★	ATK Boost 3	MAG Boost 3	HP Regen 3
			SP Regen 3
	MAG Boost 3	SP Boost 3	HP Regen 3
			SP Regen 3
	SP Boost 3	ATK Boost 3	HP Regen 3
			SP Regen 3

EDEN'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Celestial Weapon	-	1500	98	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 1	-
		SP Regen 1	-
	MAG Boost 2	HP Regen 1	-
		SP Regen 1	-
	SP Boost 2	HP Regen 1	-
		SP Regen 1	-
★★★	ATK Boost 3	MAG Boost 2	HP Regen 2
			SP Regen 2
	MAG Boost 3	SP Boost 2	HP Regen 2
			SP Regen 2
	SP Boost 3	ATK Boost 2	HP Regen 2
			SP Regen 2

SUN MACE

SCROLL	BUY	SELL	ATK	DEF	MAG
Sun's Weapon	2500	1250	125	3	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
	MAG Boost 2		-
	SP Boost 2		-
★★★	ATK Boost 2	SP Regen 2	-
	ATK Boost 3	HP Regen 3	SP Regen 3
	MAG Boost 2	SP Regen 2	-
	MAG Boost 3	HP Regen 3	SP Regen 3
	SP Boost 2	SP Regen 2	-
	SP Boost 3	HP Regen 3	SP Regen 3

YEW HAMMER

SCROLL	BUY	SELL	ATK	DEF	MAG
Wooden Weapon	-	2150	140	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
			Impact Boost 2
		Tribal Secrets 3	Impact Boost 2

RUNE SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Branded Weapon	-	2750	150	-	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	MAG Boost 2	Sage Wisdom 2	-
★★	MAG Boost 2	Ring Speed 2	-
		Ring Root	-
		Red Mage Wisdom 2	-
★★★	MAG Boost 3	Ring Speed 3	Ring Root
		Red Mage Wisdom 3	Ring Speed 3
			Ring Root
		Sage Wisdom 3	Red Mage Wisdom 3
			Ring Speed 3
			Ring Root
		Crimson Essence 3	-
		Azure Essence 3	-
		Amber Essence 3	-
		Jade Essence 3	-

LONGINUS'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Foreign Weapon	-	3350	160	10	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Samurai Lore 2	-
★★★	ATK Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3
	ATK Boost 4	Samurai Lore 3	-
	SP Boost 3	Fast Charge 3	Tribal Secrets 3
		Samurai Lore 3	Fast Charge 3
			Tribal Secrets 3

SURPRISE HAMMER

SCROLL	BUY	SELL	ATK	DEF	MAG
Cursed Weapon	-	3800	175	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	SP Boost 1	-	-
★★	DEF Boost 2	Fruit Boot 2	Impact Boost 1
		Veggie Might 2	
	HP Boost 2	Fruit Boot 2	Impact Boost 1
		Veggie Might 2	
	SP Boost 2	Fruit Boot 2	Impact Boost 1
		Veggie Might 2	
★★★	DEF Boost 3	Fruit Boot 3	Impact Boost 2
		Veggie Might 3	
	HP Boost 3	Fruit Boot 3	Impact Boost 2
		Veggie Might 3	
	SP Boost 3	Fruit Boot 3	Impact Boost 2
		Veggie Might 3	

DEMON'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Underworld Weapon	-	4500	180	-	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	DEF Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
	HP Boost 2	HP Absorb ATK. 2	-
		SP Absorb ATK. 2	-
★★★	ATK Boost 1	DEF Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	DEF Boost 3	HP Boost 3	HP Absorb ATK. 3
			SP Absorb ATK. 3
	HP Boost 3	ATK Boost 1	HP Absorb ATK. 3
			SP Absorb ATK. 3

KING'S SPOON

SCROLL	BUY	SELL	ATK	DEF	MAG
Conqueror Weapon	-	5500	185	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	-
	MAG Boost 2		-
	SP Boost 2		-
★★★	ATK Boost 2	SP Regen 2	-
	ATK Boost 3	HP Regen 3	SP Regen 3
	MAG Boost 2	SP Regen 2	-
	MAG Boost 3	HP Regen 3	SP Regen 3
	SP Boost 2	SP Regen 2	-
	SP Boost 3	HP Regen 3	SP Regen 3

APOCALADLE

SCROLL	BUY	SELL	ATK	DEF	MAG
Destructive Weapon	-	6000	200	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Impact Boost 1	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 2	Impact Boost 1	-
	ATK Boost 3	Impact Boost 3	-
	DEF Boost 2	Impact Boost 1	-
	DEF Boost 3	Impact Boost 3	-
	HP Boost 2	Impact Boost 1	-
	HP Boost 3	Impact Boost 3	-

LADLE OF LADLES

SCROLL	BUY	SELL	ATK	DEF	MAG
Bestest Ladle	-	6250	200	10	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 1	HP Absorb ATK. 2	-
	DEF Boost 2		-
	HP Boost 2		-
★★★	ATK Boost 1	SP Absorb ATK. 2	-
	DEF Boost 2		-
	DEF Boost 4	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Boost 2	SP Absorb ATK. 2	-
	HP Boost 4	HP Absorb ATK. 3	Impact Boost 1
		SP Absorb ATK. 3	
	HP Absorb ATK. 3	Impact Boost 3	-
	SP Absorb ATK. 3		-

Head Armor

BAREHEADED

Equipped To:
Young Yuri

SCROLL	BUY	SELL	ATK	DEF	MAG
-	-	-	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

NOVICE'S SKULLCAP

Equipped To:
Young Yuri

SCROLL	BUY	SELL	ATK	DEF	MAG
-	5	2	-	3	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

NOVICE'S SALLET

Equipped To:
Young Yuri

SCROLL	BUY	SELL	ATK	DEF	MAG
-	10	5	-	6	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

HATLESS

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
-	-	-	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

BRONZE HELM

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Bronze Helmet	50	25	-	7	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
★★	DEF Boost 2	Focus Boost 1	-
		Fast Charge 1	-
		Warrior's Eye 1	-
	DEF Boost 3	-	-
★★★	DEF Boost 4	Focus Boost 1	-
		Fast Charge 1	-

GREEN HAT

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Green Headwear	100	50	-	5	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
	White Mage's Eye	-	-
★★	Anti-Burn Boost 1	Anti-Frost Boost 1	Anti-Zap Boost 1
	Anti-Burn Boost 2	-	-
	Anti-Frost Boost 2	-	-
	Anti-Zap Boost 2	-	-
★★★	DEF Boost 3	HP Regen 1	Anti-Dark Boost 1
		Jade Essence 1	
	Anti-Burn Boost 3	DEF Boost 3	Anti-Dark Boost 1
	Anti-Frost Boost 3		
	Anti-Zap Boost 3		

HERO MASK

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Secret Disguise	-	30	2	5	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Warrior's Eye	-	-
	White Mage's Eye	-	-
	Black Mage's Eye	-	-
	Thief's Eye	-	-
★★	Lady Luck 1	Warrior's Eye	-
		White Mage's Eye	-
		Black Mage's Eye	-
		Thief's Eye	-
★★★	Lady Luck 3	Warrior's Eye	-
		White Mage's Eye	-
		Black Mage's Eye	-
		Thief's Eye	-

IRON HELM

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Iron Helmet	160	80	-	12	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Focus Boost 1	-
		Fast Charge 1	-
		Warrior's Eye	-
	DEF Boost 2	Focus Boost 1	-
		Fast Charge 1	-
		Warrior's Eye	-
★★★	ATK Boost 5	DEF Boost 3	-
	DEF Boost 5	ATK Boost 3	-
	Warrior's Eye	ATK Boost 5	DEF Boost 3
		DEF Boost 5	ATK Boost 3

RED HAT

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Red Headwear	110	55	2	10	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Black Mage's Eye	-	-
★★	SP Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Anti-Burn Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Black Mage's Eye	MAG Boost 1	-
★★★	SP Boost 5	MAG Boost 5	-
		Red Mage Wisdom 3	-
	Anti-Burn Boost 3	MAG Boost 5	-
		SP Boost 5	-
		Red Mage Wisdom 3	-
	Black Mage's Eye	MAG Boost 5	-

BLUE HAT

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Blue Headwear	110	55	-	10	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Black Mage's Eye	-	-
★★	SP Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Anti-Frost Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Black Mage's Eye	MAG Boost 1	-
★★★	SP Boost 5	MAG Boost 5	-
		Red Mage Wisdom 3	-
	Anti-Frost Boost 3	MAG Boost 5	-
		SP Boost 5	-
		Red Mage Wisdom 3	-
	Black Mage's Eye	MAG Boost 5	-

DRAGOON SALLET

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragonlike Helm	180	90	-	15	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Dragoon Lore 1	-	-
★★	Dragoon Lore 2	ATK Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
		SP Boost 1	-
★★★	Dragoon Lore 3	ATK Boost 3	DEF Boost 3
		ATK Boost 4	-
		DEF Boost 4	-
		HP Boost 3	Focus Boost 3
		SP Boost 1	

BLACK MAGE HOOD

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Magic Headwear	120	60	-	10	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 1	-
		Sage Wisdom 1	-
★★★	MAG Boost 4	Focus Boost 3	-
	Black Mage's Eye	MAG Boost 5	-
		Focus Boost 3	-
		Sage Wisdom 3	-

WHITE MAGE HOOD

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Cozy Headwear	120	60	-	12	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye	-	-
★★	White Mage's Eye	MAG Boost 2	-
		Focus Boost 1	-
		Scholar Wisdom 1	-
		Jade Essence 1	-
★★★	MAG Boost 4	Focus Boost 3	Scholar Wisdom 3
			Jade Essence 3
		Scholar Wisdom 3	Jade Essence 3
	White Mage's Eye	MAG Boost 5	-
		Focus Boost 3	-
		Scholar Wisdom 3	-
		Jade Essence 3	-

PASTEL CAT HOOD

Equipped To:
CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Cute Kitty Hat	-	45	2	13	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 4	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
	MAG Boost 5	-	-
	Smart Riches 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
		Anti-Warp Boost 3	Anti-Dark Boost 3

KNIGHT HELM

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Knight's Helmet	200	100	-	20	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1		-
★★	DEF Boost 2	Focus Boost 1	-
		Warrior's Eye	-
	HP Boost 2	Focus Boost 1	-
		Warrior's Eye	-
★★★	DEF Boost 3	HP Boost 3	-
		Focus Boost 1	Warrior's Eye
		Focus Boost 2	-
		Warrior's Eye	-
	HP Boost 3	Focus Boost 1	Warrior's Eye
		Focus Boost 2	-
		Warrior's Eye	-

ORANGE CONE HAT

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire Hat	190	95	-	15	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Crimson Essence 1	-	-
★★	Anti-Burn Boost 2	Red Mage Wisdom 2	-
	Anti-Burn Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Crimson Essence 2	-
	Red Mage Wisdom 3	Crimson Essence 2	MAG Boost 1
	Crimson Essence 2	Anti-Burn Boost 2	-
	Crimson Essence 3	Anti-Burn Boost 2	MAG Boost 1
★★★	Anti-Burn Boost 3	MAG Boost 4	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 4	-
		Crimson Essence 2	MAG Boost 2
	Crimson Essence 3	MAG Boost 4	-
		Anti-Burn Boost 2	MAG Boost 2

BLUE CONE HAT

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Ice Hat	190	95	1	16	3

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Frost Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Crimson Essence 1	-	-
★★	Anti-Frost Boost 2	Red Mage Wisdom 2	-
	Anti-Frost Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Azure Essence 2	-
	Red Mage Wisdom 3	Azure Essence 2	MAG Boost 1
	Azure Essence 2	Anti-Frost Boost 2	-
	Azure Essence 3	Anti-Frost Boost 2	MAG Boost 1
★★★	Anti-Frost Boost 3	MAG Boost 4	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 4	-
		Azure Essence 2	MAG Boost 2
	Azure Essence 3	MAG Boost 4	-
		Anti-Frost Boost 2	MAG Boost 2

YELLOW CONE HAT

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Thunder Hat	190	95	3	16	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Zap Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Amber Essence 1	-	-
★★	Anti-Zap Boost 2	Red Mage Wisdom 2	-
	Anti-Zap Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Amber Essence 2	-
	Red Mage Wisdom 3	Amber Essence 2	MAG Boost 1
	Amber Essence 2	Anti-Zap Boost 2	-
	Amber Essence 3	Anti-Zap Boost 2	MAG Boost 1
★★★	Anti-Zap Boost 3	MAG Boost 4	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 4	-
		Amber Essence 2	MAG Boost 2
	Amber Essence 3	MAG Boost 4	-
		Anti-Zap Boost 2	MAG Boost 2

DRAGON SALLET

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragonish Helm	230	115	-	24	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Focus Boost 1	-
		Anti-Zap Boost 1	-
		Warrior's Eye	-
	HP Boost 2	Focus Boost 1	-
		Anti-Zap Boost 1	-
		Warrior's Eye	-
★★★	ATK Boost 3	HP Boost 3	Anti-Zap Boost 3
		Focus Boost 2	Warrior's Eye
		Anti-Cap Boost 2	Focus Boost 2
			Warrior's Eye
	HP Boost 3	Focus Boost 2	Warrior's Eye
		Anti-Zap Boost 2	Focus Boost 2
			Warrior's Eye

FLAME SALLET

Equipped To: CM, CF, YU, SM,
SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Anti-heat Helmet	-	125	2	22	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
★★	ATK Boost 2	HP Boost 1	-
		Focus Boost 1	-
		Warrior's Eye	-
	Anti-Burn Boost 2	HP Boost 1	-
		Focus Boost 1	-
		Warrior's Eye	-
★★★	ATK Boost 3	HP Boost 2	Focus Boost 2
			Warrior's Eye
		Focus Boost 2	Warrior's Eye
		Anti-Burn Boost 1	HP Boost 3
	Anti-Burn Boost 3	HP Boost 2	Focus Boost 2
			Warrior's Eye
		Focus Boost 2	Warrior's Eye

FROST HELM

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Anti-cold Helmet	-	125	-	22	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
★★	ATK Boost 2	HP Boost 1	-
		Focus Boost 1	-
		Warrior's Eye	-
	Anti-Frost Boost 2	HP Boost 1	-
		Focus Boost 1	-
		Warrior's Eye	-
★★★	ATK Boost 3	HP Boost 2	Focus Boost 2
			Warrior's Eye
		Focus Boost 2	Warrior's Eye
		Anti-Frost Boost 1	HP Boost 3
	Anti-Frost Boost 3	HP Boost 2	Focus Boost 2
			Warrior's Eye
		Focus Boost 2	Warrior's Eye

BANDIT BANDANA

Equipped To: CM, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Robber's Rag	-	105	1	22	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
		ATK Boost 1	-
		SP Boost 1	-
★★	Thief's Eye	ATK Boost 2	Monk Wisdom 1
			Smart Riches 1
			Ring Speed 1
		SP Boost 2	Monk Wisdom 1
			Smart Riches 1
			Ring Speed 1
★★★	Thief's Eye	ATK Boost 3	Monk Wisdom 2
			Smart Riches 2
			Ring Speed 2
		SP Boost 3	Monk Wisdom 2
			Smart Riches 2
			Ring Speed 2

PRINCESS'S TIARA (FEMALES ONLY)

Equipped To: CF, YU, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Princess Insignia	-	140	-	20	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Tribal Secrets 1	-
		Ring Speed 1	-
		Red Mage Wisdom 1	-
	SP Boost 2	Tribal Secrets 1	-
		Ring Speed 1	-
		Red Mage Wisdom 1	-
★★★	MAG Boost 3	Tribal Secrets 3	Ring Speed 3
		Ring Speed 3	Tribal Secrets 3
		Red Mage Wisdom 3	Ring Speed 3
	SP Boost 3	Tribal Secrets 3	Ring Speed 3
		Ring Speed 3	Tribal Secrets 3
		Red Mage Wisdom 3	Ring Speed 3

SKULL MASK

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Skeletal Mask	-	105	8	20	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Regen 1	-	-
	HP Absorb DEF. 1	-	-
	SP Absorb DEF. 1	-	-
★★	SP Regen 2	MAG Boost 1	-
		Anti-Dark Boost 1	-
	HP Absorb DEF. 2	MAG Boost 1	-
		Anti-Dark Boost 1	-
	SP Absorb DEF. 2	MAG Boost 1	-
		Anti-Dark Boost 1	-
★★★	SP Regen 3	MAG Boost 3	Anti-Dark Boost 3
	HP Absorb DEF. 3	MAG Boost 3	Anti-Dark Boost 3
		SP Absorb DEF. 3	SP Absorb DEF. 3
	SP Absorb DEF. 3	MAG Boost 3	Anti-Dark Boost 3

WARRIOR SALLET (MALES ONLY)

Equipped To: CM, YU, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Samurai Helmet	-	150	2	28	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 1	-
		SP Boost 1	-
		Fast Charge 1	-
★★★	Warrior's Eye	Samurai Lore 3	Fast Charge 3
	Samurai Lore 2	Warrior's Eye	-
	Samurai Lore 3	ATK Boost 2	SP Boost 1
			Fast Charge 1
		ATK Boost 3	-
		SP Boost 2	ATK Boost 1
			Fast Charge 1
		SP Boost 3	-
		Fast Charge 2	ATK Boost 1
			SP Boost 1
		Fast Charge 3	-

FLOWER BARRETTES

Equipped To: CF, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Floral Hair Tie	-	140	-	25	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			MAG Boost 1
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			MAG Boost 1
	Anti-Zap Boost 3	Anti-Burn Boost 2	-
			MAG Boost 1
★★★	Anti-Burn Boost 3	MAG Boost 3	-
		Anti-Frost Boost 3	MAG Boost 2
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 3	-
		Anti-Zap Boost 3	MAG Boost 2
	Anti-Zap Boost 3	MAG Boost 3	-

MYTHRIL HELM

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Sallet	390	195	-	32	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Focus Boost 1	-
		Anti-Dark Boost 1	-
		Warrior's Eye	-
	HP Boost 2	Focus Boost 1	-
		Anti-Dark Boost 1	-
		Warrior's Eye	-
★★★	ATK Boost 3	HP Boost 3	-
		Focus Boost 3	Warrior's Eye
		Anti-Dark Boost 2	Focus Boost 3
			Warrior's Eye
	ATK Boost 3	Focus Boost 3	Warrior's Eye
		Anti-Dark Boost 2	Focus Boost 3
			Warrior's Eye

NINJA HEADGEAR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Black Headband	-	150	4	27	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
	Ninja Lore	-	-
★★	Thief's Eye	Ninja Lore 2	Samurai Lore 1
			Fast Charge 1
			Tribal Secrets 1
			Ring Speed 1
			Focus Boost 1
			Scholar Wisdom 1
★★★	Thief's Eye	Ninja Lore 3	Samurai Lore 2
			Fast Charge 2
			Tribal Secrets 2
			Ring Speed 2
			Focus Boost 2
			Scholar Wisdom 2

STRIPED DOO-RAG

Equipped To: CM, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Striped Cloth	-	140	-	26	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			MAG Boost 1
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			MAG Boost 1
	Anti-Zap Boost 3	Anti-Burn Boost 2	-
			MAG Boost 1
★★★	Anti-Burn Boost 3	MAG Boost 3	-
		Anti-Frost Boost 3	MAG Boost 2
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 3	-
		Anti-Zap Boost 3	MAG Boost 2
	Anti-Zap Boost 3	MAG Boost 3	-

LAMIA HAIRCLIP

Equipped To: CF, YU, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Lamia's Allure	-	450	-	28	6

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Stun Boost 1	-	-
	Anti-Warp Boost 1	-	-
	Anti-Dark Boost 1	-	-
★★	Anti-Stun Boost 2	Anti-Warp Boost 2	-
			MAG Boost 1
	Anti-Warp Boost 2	Anti-Dark Boost 2	-
			MAG Boost 1
	Anti-Dark Boost 3	Anti-Stun Boost 2	-
			MAG Boost 1
★★★	Anti-Stun Boost 3	MAG Boost 3	-
		Anti-Warp Boost 3	MAG Boost 2
		Anti-Dark Boost 3	
	Anti-Warp Boost 3	MAG Boost 3	-
		Anti-Dark Boost 3	MAG Boost 2
	Anti-Dark Boost 3	MAG Boost 3	-

CURSED MASK

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Scary Mask	-	180	2	30	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Regen 1	-	-
	HP Absorb DEF. 1	-	-
	SP Absorb DEF. 1	-	-
★★	SP Regen 2	Anti-Dark Boost 1	-
		Sage Wisdom 1	-
	HP Absorb DEF. 2	Anti-Dark Boost 1	-
		Sage Wisdom 1	-
	SP Absorb DEF. 2	Anti-Dark Boost 1	-
		Sage Wisdom 1	-
★★★	SP Regen 3	Sage Wisdom 3	Anti-Dark Boost 3
	HP Absorb DEF. 3	Sage Wisdom 3	Anti-Dark Boost 3
		SP Absorb DEF. 3	SP Regen 3
	SP Absorb DEF. 3	Sage Wisdom 3	Anti-Dark Boost 3

PALADIN HELM

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Templar Helmet	-	400	-	38	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	White Mage's Eye	-	-
★★	ATK Boost 2	Focus Boost 1	Anti-Dark Boost 1
		HP Regen 1	
	DEF Boost 2	Focus Boost 1	Anti-Dark Boost 1
		HP Regen 1	
	White Mage's Eye	Focus Boost 1	Anti-Dark Boost 2
		HP Regen 1	
★★★	ATK Boost 3	Focus Boost 3	Anti-Dark Boost 2
		HP Regen 2	
	DEF Boost 3	Focus Boost 3	Anti-Dark Boost 2
		HP Regen 2	
	White Mage's Eye	Focus Boost 3	Anti-Dark Boost 3
		HP Regen 2	

FROG HOOD

Equipped To: LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Amphibian Head	-	400	4	34	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	Warrior's Eye	-	-
★★	ATK Boost 2	Focus Boost 1	Anti-Stun Boost 1
		SP Regen 1	
	HP Boost 2	Focus Boost 1	Anti-Stun Boost 1
		SP Regen 1	
	Warrior's Eye	Focus Boost 1	Anti-Stun Boost 2
		SP Regen 1	
★★★	ATK Boost 3	Focus Boost 3	Anti-Stun Boost 2
		SP Regen 2	
	HP Boost 3	Focus Boost 3	Anti-Stun Boost 2
		SP Regen 2	
	Warrior's Eye	Focus Boost 3	Anti-Stun Boost 3
		SP Regen 2	

PIRATE HAT

Equipped To: SM, SF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sailing Headwear	-	400	2	34	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
	Warrior's Eye	-	-
★★	ATK Boost 2	Fast Charge 1	HP Absorb DEF. 1
		Tribal Secrets 1	
	SP Boost 2	Fast Charge 1	HP Absorb DEF. 1
		Tribal Secrets 1	
	Warrior's Eye	Fast Charge 1	HP Absorb DEF. 2
		Tribal Secrets 1	
★★★	ATK Boost 3	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	SP Boost 3	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	Warrior's Eye	Fast Charge 2	HP Absorb DEF. 3
		Tribal Secrets 2	

WIZARD HAT

Equipped To: YU

SCROLL	BUY	SELL	ATK	DEF	MAG
Hellish Cap	-	400	-	30	15

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Focus Boost 1	-	-
	Black Mage's Eye	-	-
★★	MAG Boost 2	Focus Boost 2	-
	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 2	-
★★★	MAG Boost 3	Focus Boost 3	Crimson Essence 3
			Azure Essence 3
			Amber Essence 3
	Black Mage's Eye	MAG Boost 3	Focus Boost 3
		Crimson Essence 2	Azure Essence 2
			Amber Essence 2
		Azure Essence 2	Amber Essence 2
	Crimson Essence 2	Azure Essence 2	Amber Essence 2

BRONZE SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Best Bronze Helm	750	375	-	40	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
★★	DEF Boost 2	Focus Boost 2	-
		Fast Charge 2	-
		Warrior's Eye	-
★★★	DEF Boost 4	Focus Boost 3	-
		Fast Charge 3	-
		Warrior's Eye	-
	DEF Boost 5	Focus Boost 1	-
		Fast Charge 1	-
		Warrior's Eye	-

GREEN CAP

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sturdy Green Hat	710	355	7	35	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Jade Essence 1	-
	Anti-Frost Boost 2		-
	Anti-Zap Boost 2		-
★★★	Anti-Burn Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3
	Anti-Frost Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3
	Anti-Zap Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3

BLACK CAT HOOD

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Kitty Hat	-	360	-	38	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
	MAG Boost 5	Focus Boost 3	-
		Anti-Warp Boost 3	-
		Anti-Dark Boost 3	-
		White Mage's Eye	-
		Black Mage's Eye	-
	Smart Riches 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3

DAREDEVIL MASK

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dashing Disguise	-	340	2	38	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Warrior's Eye	-	-
	White Mage's Eye	-	-
	Black Mage's Eye	-	-
	Thief's Eye	-	-
★★	Lady Luck 2	Warrior's Eye	-
		White Mage's Eye	-
		Black Mage's Eye	-
		Thief's Eye	-
★★★	Lady Luck 3	Warrior's Eye	Smart Valor 1
		White Mage's Eye	
		Black Mage's Eye	
		Thief's Eye	
	Smart Valor 3	-	-

IRON CASQUE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Finest Iron Helm	800	400	-	44	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Focus Boost 2	-
		Fast Charge 2	-
		Warrior's Eye	-
	DEF Boost 2	Focus Boost 2	-
		Fast Charge 2	-
		Warrior's Eye	-
★★★	ATK Boost 5	DEF Boost 5	Warrior's Eye
		Focus Boost 3	-
		Fast Charge 2	-
		Warrior's Eye	-
	DEF Boost 5	Focus Boost 3	-
		Fast Charge 2	-
		Warrior's Eye	-

RED CAP

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sturdy Red Hat	750	375	4	40	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Burn Boost 1	-	-
★★	SP Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
	Anti-Burn Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
★★★	SP Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Anti-Burn Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Thief's Eye	MAG Boost 3	Red Mage Wisdom 3

BLUE CAP

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sturdy Blue Hat	750	375	-	44	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Frost Boost 1	-	-
★★	SP Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
	Anti-Frost Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
★★★	SP Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Anti-Frost Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Thief's Eye	MAG Boost 3	Red Mage Wisdom 3

LEGIONER SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dracolord Helm	1000	500	-	48	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Dragoon Lore 1	-	-
★★	Dragoon Lore 2	ATK Boost 2	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-
★★★	Warrior's Eye	ATK Boost 4	DEF Boost 4
			HP Boost 4
	Dragoon Lore 3	ATK Boost 5	Focus Boost 3
			Anti-Stun Boost 3
		DEF Boost 5	Focus Boost 3
			Anti-Stun Boost 3
		HP Boost 5	Focus Boost 3
			Anti-Stun Boost 3
		SP Boost 5	Focus Boost 3
			Anti-Stun Boost 3

ARMY HELMET

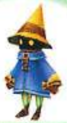
Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Battle Helmet	-	490	5	43	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
	DEF Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
★★★	ATK Boost 2	DEF Boost 2	Smart Valor 3
	ATK Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	
	DEF Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	

SAGE'S HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

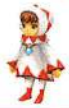


SCROLL	BUY	SELL	ATK	DEF	MAG
Enchanted Hat	-	475	-	40	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Ring Speed 1
		Focus Boost 2	
		Sage Wisdom 2	
★★★	MAG Boost 5	Focus Boost 3	Ring Speed 3
			Anti-Burn Boost 3
			Anti-Frost Boost 3
			Anti-Zap Boost 3
		Sage Wisdom 3	Ring Speed 3
			Anti-Burn Boost 3
			Anti-Frost Boost 3
			Anti-Zap Boost 3
	Black Mage's Eye	MAG Boost 4	Ring Speed 2
		Tribal Secrets 3	
		Sage Wisdom 3	

CLERIC'S HOOD

Equipped To: CM, CF, YU, SM, SF, LM, LF

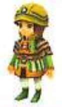


SCROLL	BUY	SELL	ATK	DEF	MAG
Mercy Headwear	-	475	-	43	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye		
★★	White Mage's Eye	Focus Boost 2	Ring Root
		Scholar Wisdom 2	
		Jade Essence 2	
★★★	White Mage's Eye	Focus Boost 3	Ring Root
		Scholar Wisdom 3	
		Jade Essence 3	
		Jade Essence 3	Focus Boost 3
	Jade Essence 3	Focus Boost 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
		Scholar Wisdom 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
			Ring Root

HARD HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

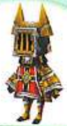


SCROLL	BUY	SELL	ATK	DEF	MAG
Safety Helmet	-	405	-	50	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
	Lady Luck 1	-	-
★★	DEF Boost 2	HP Boost 2	HP Regen 1
		Lady Luck 2	
	HP Boost 2	Lady Luck 2	HP Regen 1
★★★	DEF Boost 3	HP Boost 3	Lady Luck 3
		HP Boost 3	HP Regen 3
		Lady Luck 2	
	DEF Boost 4	Lady Luck 3	HP Regen 1
	DEF Boost 5	HP Regen 2	-
	HP Boost 3	Lady Luck 2	HP Regen 3
	HP Boost 4	Lady Luck 3	HP Regen 1
	HP Boost 5	HP Regen 2	-

KNIGHT VISOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

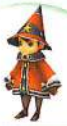


SCROLL	BUY	SELL	ATK	DEF	MAG
Best Knight Helm	1650	825	-	52	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	Focus Boost 2	-
		Fast Charge 2	-
	HP Boost 2	Focus Boost 2	-
		Fast Charge 2	-
★★★	DEF Boost 3	HP Boost 2	Focus Boost 3
			Fast Charge 3
		Focus Boost 2	Fast Charge 2
		Focus Boost 3	-
		Fast Charge 3	-
	HP Boost 3	Focus Boost 2	Fast Charge 2
		Focus Boost 3	-
		Fast Charge 3	-
	Warrior's Eye	DEF Boost 2	HP Boost 2

ORANGE MAGIC HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

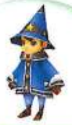


SCROLL	BUY	SELL	ATK	DEF	MAG
Chic Fire Hat	1300	650	5	47	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★★	Anti-Burn Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Azure Essence 1	-	-
★★	Anti-Burn Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Azure Essence 2	MAG Boost 1
			Black Mage's Eye
	Azure Essence 2	Anti-Burn Boost 2	MAG Boost 1
			Black Mage's Eye
★★★	Anti-Burn Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Azure Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

BLUE MAGIC HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

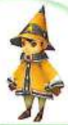


SCROLL	BUY	SELL	ATK	DEF	MAG
Chic Ice Hat	1300	650	2	46	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Frost Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Azure Essence 1	-	-
★★	Anti-Frost Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Azure Essence 2	MAG Boost 1
			Black Mage's Eye
	Azure Essence 2	Anti-Frost Boost 2	MAG Boost 1
			Black Mage's Eye
★★★	Anti-Frost Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Azure Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

YELLOW MAGIC HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

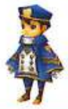


SCROLL	BUY	SELL	ATK	DEF	MAG
Chic Thunder Hat	1300	650	4	46	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Zap Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Amber Essence 1	-	-
★★	Anti-Zap Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Amber Essence 2	MAG Boost 1
			Black Mage's Eye
	Amber Essence 2	Anti-Zap Boost 2	MAG Boost 1
			Black Mage's Eye
★★★	Anti-Zap Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Amber Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

NAVY CAP

Equipped To: CM, CF, YU, SM, SF, LM, LF

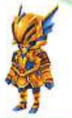


SCROLL	BUY	SELL	ATK	DEF	MAG
Officer's Cap	-	700	5	50	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 3	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
	SP Boost 4	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
★★★	ATK Boost 2	SP Boost 5	Smart Valor 3
	ATK Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	
	SP Boost 5	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	

WYVERN SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

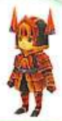


SCROLL	BUY	SELL	ATK	DEF	MAG
Dragon God Helm	-	900	-	56	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Zap Boost 2	Amber Essence 1
		Fast Charge 2	Tribal Secrets 2
	HP Boost 2	Anti-Zap Boost 2	Amber Essence 1
		Fast Charge 2	Tribal Secrets 2
★★★	ATK Boost 3	Anti-Zap Boost 3	Amber Essence 2
		Fast Charge 3	Tribal Secrets 3
			Amber Essence 3
		Tribal Secrets 3	Amber Essence 3
	HP Boost 3	Anti-Zap Boost 3	Amber Essence 2
		Fast Charge 3	Tribal Secrets 3
			Amber Essence 3
		Tribal Secrets 3	Amber Essence 3
	Warrior's Eye	ATK Boost 3	Fast Charge 3

SVAROG'S SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

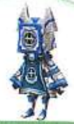


SCROLL	BUY	SELL	ATK	DEF	MAG
Heat-hating Helm	-	1000	4	52	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Burn Boost 2	Crimson Essence 1
		Fast Charge 2	Tribal Secrets 2
	HP Boost 2	Anti-Burn Boost 2	Crimson Essence 1
		Fast Charge 2	Tribal Secrets 2
★★★	ATK Boost 3	Anti-Burn Boost 3	Crimson Essence 2
		Fast Charge 3	Tribal Secrets 3
			Crimson Essence 3
		Tribal Secrets 3	Crimson Essence 3
	HP Boost 3	Anti-Burn Boost 3	Crimson Essence 2
		Fast Charge 3	Tribal Secrets 3
			Crimson Essence 3
		Tribal Secrets 3	Crimson Essence 3
	Warrior's Eye	ATK Boost 3	Fast Charge 3

FROST VISOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

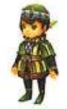


SCROLL	BUY	SELL	ATK	DEF	MAG
Frost-free Helm	-	1000	-	52	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Frost Boost 2	Azure Essence 1
		Fast Charge 2	Tribal Secrets 2
	HP Boost 2	Anti-Frost Boost 2	Azure Essence 1
		Fast Charge 2	Tribal Secrets 2
★★★	ATK Boost 3	Anti-Frost Boost 3	Azure Essence 2
		Fast Charge 3	Tribal Secrets 3
			Azure Essence 3
		Tribal Secrets 3	Azure Essence 3
	HP Boost 3	Anti-Frost Boost 3	Azure Essence 2
		Fast Charge 3	Tribal Secrets 3
			Azure Essence 3
		Tribal Secrets 3	Azure Essence 3
	Warrior's Eye	ATK Boost 3	Fast Charge 3

CROOK'S KERCHIEF

Equipped To: CM, SM, LM



SCROLL	BUY	SELL	ATK	DEF	MAG
Thief Headwrap	-	850	2	52	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
		ATK Boost 1	Lady Luck 1
		SP Boost 1	
★★	Thief's Eye	ATK Boost 2	Monk Wisdom 2
			Smart Riches 2
			Lady Luck 2
		SP Boost 2	Monk Wisdom 2
			Smart Riches 2
			Lady Luck 2
★★★	Thief's Eye	ATK Boost 3	Monk Wisdom 3
			Smart Riches 3
			Lady Luck 3
		SP Boost 3	Monk Wisdom 3
			Smart Riches 3
			Lady Luck 3

GRAY CAT HOOD

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Ash Kitty Hat	-	1150	3	51	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
		White Mage's Eye	Focus Boost 3
		Black Mage's Eye	
	Smart Riches 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
	Smart Valor 3	Focus Boost 3	Anti-Warp Boost 3
		Anti-Warp Boost 3	Anti-Dark Boost 3
		Anti-Dark Boost 3	Focus Boost 3

QUEEN'S DIADEM

Equipped To: CF, YU, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Queen's Insignia	-	1550	-	55	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Tribal Secrets 2	-
		Ring Speed 2	-
		Red Mage Wisdom 2	-
	SP Boost 2	Tribal Secrets 2	-
		Ring Speed 2	-
		Red Mage Wisdom 2	-
★★★	MAG Boost 3	Tribal Secrets 3	Ring Speed 3
		Ring Speed 3	Tribal Secrets 3
		Red Mage Wisdom 3	Ring Speed 3
	SP Boost 3	Tribal Secret 3	Ring Speed 3
		Ring Speed 3	Tribal Secrets 3
		Red Mage Wisdom 3	Ring Speed 3

BOMB MASK

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Explosive Mask	-	1050	4	50	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			MAG Boost 2
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			MAG Boost 2
	Anti-Zap Boost 2	Anti-Burn Boost 2	-
			MAG Boost 2
★★★	Anti-Burn Boost 3	MAG Boost 4	-
		Anti-Frost Boost 3	MAG Boost 3
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 4	-
		Anti-Zap Boost 3	MAG Boost 3
	Anti-Zap Boost 3	MAG Boost 4	-

SHOGUN SALLET

Equipped To: CM, YU, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Feudal Lord Helm	-	1250	7	60	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 2	-
		SP Boost 2	-
		Fast Charge 2	-
★★★	Samurai Lore 3	ATK Boost 3	SP Boost 3
			Fast Charge 3
		ATK Boost 5	Tribal Secrets 3
			SP Boost 5
		HP Boost 3	ATK Boost 5
			SP Boost 5
			Fast Charge 3
			Tribal Secrets 3
		SP Boost 3	Fast Charge 3
		SP Boost 5	Tribal Secrets 3
		Fast Charge 3	

GIANT'S SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Durable Helmet	-	1400	-	65	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	ATK Boost 2	Anti-Stun Boost 2
		Focus Boost 2	
		Warrior's Eye	
	HP Boost 2	ATK Boost 2	Anti-Stun Boost 2
		Focus Boost 2	
		Warrior's Eye	
★★★	DEF Boost 3	ATK Boost 3	Anti-Stun Boost 3
		Focus Boost 3	
		Warrior's Eye	
	HP Boost 3	ATK Boost 3	Anti-Stun Boost 3
		Focus Boost 3	
		Warrior's Eye	
	HP Boost 5	DEF Boost 3	ATK Boost 3

PURPLE MAGIC HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire & Ice Hat	-	1300	2	54	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Anti-Burn Boost 2
			Anti-Frost Boost 2
		Sage Wisdom 2	Anti-Burn Boost 2
			Anti-Frost Boost 2
★★★	MAG Boost 3	Anti-Burn Boost 3	Crimson Essence 3
			Anti-Frost Boost 3
		Anti-Frost Boost 3	Azure Essence 3
		Crimson Essence 3	
	Black Mage's Eye	Sage Wisdom 3	Crimson Essence 3
			Azure Essence 3
	Sage Wisdom 3	Anti-Burn Boost 3	Crimson Essence 3
			Anti-Frost Boost 3
		Anti-Frost Boost 3	Azure Essence 3
		Crimson Essence 3	

PINK MAGIC HAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Time Warp Hat	-	1300	-	54	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
		Sage Wisdom 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
★★★	MAG Boost 3	Anti-Warp Boost 3	HP Absorb DEF. 3
		Anti-Dark Boost 3	SP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3
		SP Absorb DEF. 3	Anti-Dark Boost 3
	Black Mage's Eye	Sage Wisdom 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
	Sage Wisdom 3	Anti-Warp Boost 3	HP Absorb DEF. 3
		Anti-Dark Boost 3	SP Absorb DEF. 3
		HP Absorb DEF. 3	
		SP Absorb DEF. 3	Anti-Dark Boost 3

STAR BARRETTES

Equipped To: CF, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Cosmic Hair Tie	-	1250	-	55	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Stun Boost 1	-	-
	Anti-Warp Boost 1	-	-
	Anti-Dark Boost 1	-	-
★★	Anti-Stun Boost 2	Anti-Warp Boost 2	-
			MAG Boost 1
	Anti-Warp Boost 2	Anti-Dark Boost 2	-
			MAG Boost 1
	Anti-Dark Boost 2	Anti-Stun Boost 2	-
			MAG Boost 1
★★★	Anti-Stun Boost 3	MAG Boost 3	-
		Anti-Warp Boost 3	MAG Boost 2
		Anti-Dark Boost 3	
	Anti-Warp Boost 3	MAG Boost 3	-
		Anti-Dark Boost 3	MAG Boost 2
	Anti-Dark Boost 3	MAG Boost 3	-

FAUNA SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Wild Thing Helm	-	1200	10	55	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	ATK Boost 2	Dragoon Lore 2	-
		Ninja Lore 2	-
★★	ATK Boost 2	Samurai Lore 2	-
		Monk Wisdom 2	-
★★★	ATK Boost 3	Dragoon Lore 3	Monk Wisdom 3
			Samurai Lore 3
		Monk Wisdom 3	Samurai Lore 3
		Ninja Lore 3	Dragoon Lore 3
			Monk Wisdom 3
			Samurai Lore 3
	Samurai Lore 3	Dragoon Lore 3	Monk Wisdom 3
	Ninja Lore 3	Dragoon Lore 3	Monk Wisdom 3
			Samurai Lore 3

MYTHRIL CASQUE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Top Mythril Hat	-	1625	-	64	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Anti-Dark Boost 2	-
		Fast Charge 2	-
		Tribal Secrets 2	-
	HP Boost 2	Anti-Dark Boost 2	-
		Fast Charge 2	-
		Tribal Secrets 2	-
★★★	ATK Boost 3	HP Boost 4	Anti-Dark Boost 3
		Anti-Dark Boost 3	Fast Charge 3
			Tribal Secrets 3
		Fast Charge 3	Tribal Secrets 3
	HP Boost 3	Anti-Dark Boost 3	Fast Charge 3
			Tribal Secrets 3
		Fast Charge 3	Tribal Secrets 3

STEALTH HEADGEAR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sneaky Headgear	-	1550	-	58	6

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye		
	Ninja Lore 1		
★★	Thief's Eye	Ninja Lore 2	Samurai Lore 2
			Fast Charge 2
			Tribal Secrets 2
			Ring Speed 2
			Focus Boost 2
			Scholar Wisdom 2
★★★	Thief's Eye	Ninja Lore 3	Samurai Lore 3
			Fast Charge 3
			Tribal Secrets 3
			Ring Speed 3
			Focus Boost 3
			Scholar Wisdom 3
	Ninja Lore 3	Samurai Lore 3	Tribal Secrets 3

SIREN HAIRCLIP

Equipped To: CF, YU, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Nymph's Allure	-	1500	-	55	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			Red Mage Wisdom 2
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			Red Mage Wisdom 2
	Anti-Zap Boost 2	Anti-Burn Boost 2	-
			Red Mage Wisdom 2
★★★	Anti-Burn Boost 3	MAG Boost 3	Red Mage Wisdom 2
		Anti-Frost Boost 3	Red Mage Wisdom 3
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 3	Red Mage Wisdom 2
		Anti-Zap Boost 3	Red Mage Wisdom 3
	Anti-Zap Boost 3	MAG Boost 3	Red Mage Wisdom 2

AHRIMAN MASK

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
One-eyed Mask	-	1600	-	60	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			Sage Wisdom 2
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			Sage Wisdom 2
	Anti-Zap Boost 2	Anti-Burn Boost 2	-
			Sage Wisdom 2
★★★	Anti-Burn Boost 3	MAG Boost 3	Sage Wisdom 2
		Anti-Frost Boost 3	Sage Wisdom 3
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 3	Sage Wisdom 2
		Anti-Zap Boost 3	Sage Wisdom 3
	Anti-Zap Boost 3	MAG Boost 3	Sage Wisdom 2

MAID'S HEADBAND

Equipped To: CF, YU, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Room Service Cap	-	3500	-	110	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	-	-
	Smart Valor 1	-	-
★★	Smart Riches 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Riches 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Fruit Boot 3	-
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Fruit Boot 3	-
		Veggie Might 3	-

BLACKBEARD HAT

Equipped To: SM, SF

SCROLL	BUY	SELL	ATK	DEF	MAG
Bad Captain Hat	-	3250	5	102	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	SP Boost 2	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
★★★	ATK Boost 3	SP Boost 3	Tribal Secrets 3
			Fast Charge 3
		Fast Charge 3	HP Absorb DEF. 3
		Tribal Secrets 3	HP Absorb DEF. 3
			Fast Charge 3
	SP Boost 3	Fast Charge 3	HP Absorb DEF. 3
		Tribal Secrets 3	HP Absorb DEF. 3
			Fast Charge 3
	Warrior's Eye	ATK Boost 3	HP Absorb DEF. 3

DARK SALLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Helm of Darkness	-	3100	2	108	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
★★	ATK Boost 2	Crimson Essence 2	Anti-Dark Boost 2
		Azure Essence 2	
		Amber Essence 2	
	MAG Boost 2	Crimson Essence 2	Anti-Dark Boost 2
		Azure Essence 2	
		Amber Essence 2	
★★★	ATK Boost 3	MAG Boost 3	Anti-Dark Boost 3
		Crimson Essence 3	
		Azure Essence 3	
		Amber Essence 3	
	MAG Boost 3	Crimson Essence 3	Anti-Dark Boost 3
		Azure Essence 3	
		Amber Essence 3	

FIEND'S SALLET

Equipped To: CM, YU, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Ogre's Helmet	-	2250	7	112	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 2	-
		SP Boost 2	-
		Fast Charge 2	-
	Samurai Lore 3	Lady Luck 2	-
★★★	Samurai Lore 3	ATK Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		ATK Boost 5	-
		SP Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		Fast Charge 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		Tribal Secrets	HP Absorb DEF. 3
			SP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3

LORD'S HELM

Equipped To: CM, CF

SCROLL	BUY	SELL	ATK	DEF	MAG
Monarch's Helm	-	3250	-	122	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Focus Boost 2	-
		HP Regen 2	
	DEF Boost 2	Focus Boost 2	-
		HP Regen 2	
★★★	ATK Boost 3	DEF Boost 3	Anti-Dark Boost 3
			Focus Boost 3
		Focus Boost 3	Anti-Dark Boost 3
		HP Regen 3	Anti-Dark Boost 3
			Focus Boost 3
	DEF Boost 3	Focus Boost 3	Anti-Dark Boost 3
		HP Regen 3	Anti-Dark Boost 3
			Focus Boost 3
	White Mage's Eye	DEF Boost 3	HP Regen 3

DEMON HAT

Equipped To: YU

SCROLL	BUY	SELL	ATK	DEF	MAG
Hellacious Hat	-	3250	-	98	20

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Focus Boost 1	-	-
	Black Mage's Eye	-	-
★★	MAG Boost 2	Focus Boost 2	-
	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 2	-
★★★	MAG Boost 3	Focus Boost 3	Crimson Essence 3
			Azure Essence 3
			Amber Essence 3
		Sage Wisdom 3	DEF Boost 3
	Black Mage's Eye	MAG Boost 3	Focus Boost 3
		Crimson Essence 2	Azure Essence 2
			Amber Essence 2
		Azure Essence 2	Amber Essence 2
	Crimson Essence 3	Azure Essence 3	Amber Essence 3

NEW YOU WIG

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Funky Hairstyle	-	750	-	40	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	-	-
	Smart Riches 2	Fruit Boot 2	-
	Smart Valor 1	-	-
★★	Smart Riches 2	Lady Luck 1	-
		Veggie Might 2	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Riches 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Fruit Boot 3	-
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Fruit Boot 3	-
		Veggie Might 3	-

STRIPED KERCHIEF

Equipped To: CM, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Lined Head Cover	-	1900	-	105	7

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	-
			MAG Boost 2
	Anti-Frost Boost 2	Anti-Zap Boost 2	-
			MAG Boost 2
	Anti-Zap Boost 2	Anti-Burn Boost 2	-
			MAG Boost 2
★★★	Anti-Burn Boost 3	MAG Boost 4	-
		Anti-Frost Boost 3	MAG Boost 3
		Anti-Zap Boost 3	
	Anti-Frost Boost 3	MAG Boost 4	-
		Anti-Zap Boost 3	MAG Boost 3
	Anti-Zap Boost 3	MAG Boost 4	-

TOAD HOOD

Equipped To: LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Amphibian Hat	-	3250	10	102	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	HP Regen 2	Anti-Stun Boost 2
		SP Regen 2	
	HP Boost 2	HP Regen 2	Anti-Stun Boost 2
		SP Regen 2	
★★★	ATK Boost 3	HP Boost 3	Anti-Stun Boost 3
			SP Regen 3
		HP Regen 3	Anti-Stun Boost 3
			SP Regen 3
		SP Regen 3	Anti-Stun Boost 3
	DEF Boost 3	HP Regen 3	Anti-Stun Boost 3
			SP Regen 3
		SP Regen 3	Anti-Stun Boost 3
	White Mage's Eye	ATK Boost 3	HP Boost 3

BLK. KNIGHT HELM

Equipped To: LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Possessed Helmet	-	3450	30	90	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Absorb DEF. 2	-
		SP Absorb DEF. 2	-
	HP Boost 2	HP Absorb DEF. 2	-
		SP Absorb DEF. 2	-
★★★	ATK Boost 5	-	-
	DEF Boost 3	HP Absorb DEF. 3	SP Absorb DEF. 3
	HP Boost 3	DEF Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3
	Warrior's Eye	DEF Boost 3	HP Absorb DEF. 3
		HP Boost 3	DEF Boost 3
			HP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3

CREATURE HEAD

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fun Fauna Hat	-	2850	-	124	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Lady Luck 2	Fruit Boot 2	-
	Smart Valor 1	-	-
★★	Lady Luck 2	Lady Luck 1	-
		Veggie Might 2	-
	Lady Luck 3	Fruit Boot 3	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Lady Luck 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Smart Valor 3	-
		Veggie Might 3	-

BODY ARMOR

KID'S CLOTHES

Equipped To: CM

SCROLL	BUY	SELL	ATK	DEF	MAG
	-	5	-	7	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

NOVICE'S CUIRASS

Equipped To: CM

SCROLL	BUY	SELL	ATK	DEF	MAG
	10	5	-	14	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

NOVICE'S HARNESS

Equipped To: CM

SCROLL	BUY	SELL	ATK	DEF	MAG
	20	10	-	21	-

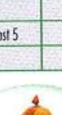
RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

TRAVEL CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Hand-me-downs	120	60	-	9	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	Fruit Boot 1	-
		Fruit Boot 2	-
		Veggie Might 1	-
		Veggie Might 2	-
	HP Boost 2	Fruit Boot 1	-
		Fruit Boot 2	-
		Veggie Might 1	-
		Veggie Might 2	-
★★★	DEF Boost 5	-	-
		HP Boost 5	-
	HP Boost 5	-	-



BRONZE CORSLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Bronze Lt. Armor	180	90	-	16	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
★★	DEF Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Fast Charge	-
	DEF Boost 3	-	-
★★★	DEF Boost 4	Arm Boost 1	-
		Body Boost 1	-
		Fast Charge	-
	DEF Boost 5	-	-

GREEN CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Rugged Clothes	140	70	-	12	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 1	Anti-Frost Boost 1	Anti-Zap Boost 1
	Anti-Burn Boost 2	-	-
	Anti-Frost Boost 2	-	-
	Anti-Zap Boost 2	-	-
★★★	DEF Boost 3	HP Regen 1	Anti-Dark Boost 1
		Jade Essence 1	
	Anti-Burn Boost 3	DEF Boost 3	Anti-Dark Boost 1
	Anti-Frost Boost 3		
	Anti-Zap Boost 3		

IRON ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Iron Harness	225	112	-	29	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Fast Charge 1	-
	DEF Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Fast Charge 1	-
★★★	ATK Boost 5	DEF Boost 3	-
	DEF Boost 5	ATK Boost 3	-

RED CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Not Hot Outfit	200	100	4	26	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Burn Boost 1	-	-
★★	SP Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Anti-Burn Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
★★★	SP Boost 5	MAG Boost 3	-
		Red Mage Wisdom 3	-
	Anti-Burn Boost 3	MAG Boost 5	-
		SP Boost 5	-
		Red Mage Wisdom 3	-

BLUE CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Not Cold Outfit	200	100	-	26	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Frost Boost 1	-	-
★★	SP Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
	Anti-Frost Boost 2	MAG Boost 1	-
		Red Mage Wisdom 1	-
★★★	SP Boost 5	MAG Boost 3	-
		Red Mage Wisdom 3	-
	Anti-Frost Boost 3	MAG Boost 5	-
		SP Boost 5	-
		Red Mage Wisdom 3	-

DRAGOON HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragonlike Armor	260	130	2	35	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Dragoon Lore 1	-	-
★★	Dragoon Lore 2	ATK Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
		SP Boost 1	-
★★★	Dragoon Lore 3	ATK Boost 3	DEF Boost 3
		ATK Boost 4	-
		DEF Boost 4	-
		HP Boost 3	Body Boost 1
		SP Boost 1	

BLACK MAGE ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Magical Raiment	210	105	-	30	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 1	-
		Sage Wisdom 1	-
★★★	MAG Boost 4	Focus Boost 3	Sage Wisdom 3
	Black Mage's Eye	MAG Boost 4	-
		Focus Boost 3	-
		Sage Wisdom 3	-

WHITE MAGE ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Healing Raiment	210	105	-	33	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye	-	-
★★	White Mage's Eye	MAG Boost 2	-
		Focus Boost 1	-
		Scholar Wisdom 1	-
		Jade Essence 1	-
★★★	MAG Boost 4	Focus Boost 3	Jade Essence 3
			Jade Essence 3
		Scholar Wisdom 3	Jade Essence 3
	White Mage's Eye	MAG Boost 4	-
		Focus Boost 3	-
		Scholar Wisdom 3	-
		Jade Essence 3	-

PASTEL FUR COAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Cute Kitty Cloak	-	120	-	35	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 1	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 4	Focus Boost 1	Anti-Warp Boost 1
			Anti-Dark Boost 1
	MAG Boost 5	-	-
	Smart Riches 2	Focus Boost 1	Anti-Warp Boost 1
			Anti-Dark Boost 1
	Smart Riches 3	Anti-Warp Boost 1	Anti-Dark Boost 1

KNIGHT ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Knight's Uniform	320	160	-	42	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1		-
★★	DEF Boost 2	Focus Boost 1	-
		Body Boost 1	-
	HP Boost 2	Focus Boost 1	-
		Body Boost 1	-
★★★	DEF Boost 3	HP Boost 3	-
		Focus Boost 1	Body Boost 1
		Focus Boost 2	-
		Body Boost 2	-
	HP Boost 3	Focus Boost 1	Body Boost 1
		Focus Boost 2	-
		Body Boost 2	-

ORANGE OUTFIT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fiery Garb	280	140	-	36	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Crimson Essence 1	-	-
★★	Anti-Burn Boost 2	Red Mage Wisdom 2	-
	Anti-Burn Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Crimson Essence 2	-
	Red Mage Wisdom 3	Crimson Essence 2	MAG Boost 1
	Crimson Essence 2	Anti-Burn Boost 2	-
	Crimson Essence 3	Anti-Burn Boost 2	MAG Boost 1
★★★	Anti-Burn Boost 3	MAG Boost 3	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 3	-
		Crimson Essence 2	MAG Boost 2
	Crimson Essence 3	MAG Boost 3	-
		Anti-Burn Boost 2	MAG Boost 2

BLUE OUTFIT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Garb	280	140	2	36	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Frost Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Crimson Essence 1	-	-
★★	Anti-Frost Boost 2	Red Mage Wisdom 2	-
	Anti-Frost Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Azure Essence 2	-
	Red Mage Wisdom 3	Azure Essence 2	MAG Boost 1
	Azure Essence 2	Anti-Frost Boost 2	-
	Azure Essence 3	Anti-Frost Boost 2	MAG Boost 1
★★★	Anti-Frost Boost 3	MAG Boost 3	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 3	-
		Azure Essence 2	MAG Boost 2
	Azure Essence 3	MAG Boost 3	-
		Anti-Frost Boost 2	MAG Boost 2

YELLOW OUTFIT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Thunderous Garb	280	140	4	36	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Zap Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Amber Essence 1	-	-
★★	Anti-Zap Boost 2	Red Mage Wisdom 2	-
	Anti-Zap Boost 3	Red Mage Wisdom 2	MAG Boost 1
	Red Mage Wisdom 2	Amber Essence 2	-
	Red Mage Wisdom 3	Amber Essence 2	MAG Boost 1
	Amber Essence 2	Anti-Zap Boost 2	-
	Amber Essence 3	Anti-Zap Boost 2	MAG Boost 1
★★★	Anti-Zap Boost 3	MAG Boost 3	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 3	-
		Amber Essence 2	MAG Boost 2
	Amber Essence 3	MAG Boost 3	-
		Anti-Zap Boost 2	MAG Boost 2

DRAGON HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragonish Armor	350	175	5	46	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Anti-Zap Boost 1	-
	HP Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Anti-Zap Boost 1	-
★★★	ATK Boost 3	HP Boost 3	Anti-Zap Boost 3
		Body Boost 2	Arm Boost 2
		Anti-Zap Boost 2	Body Boost 2
			Arm Boost 2
	HP Boost 3	Body Boost 2	Arm Boost 2
		Anti-Zap Boost 2	Body Boost 2
			Arm Boost 2

SILVER CORSLET

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Silver Lt. Armor	350	175	-	45	7

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Anti-Dark Boost 1	-
		Fast Charge 1	-
	DEF Boost 2	Anti-Dark Boost 1	-
		Fast Charge 1	-
	SP Boost 2	Anti-Dark Boost 1	-
		Fast Charge 1	-
★★★	Anti-Dark Boost 3	MAG Boost 3	-
		DEF Boost 3	-
		SP Boost 3	-
	Fast Charge 3	MAG Boost 3	-
		DEF Boost 3	-
		SP Boost 3	-

FLAME HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Anti-fire Armor	-	190	5	44	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
★★	ATK Boost 2	HP Boost 1	-
		Arm Boost 1	-
		Body Boost 1	-
	Anti-Burn Boost 2	HP Boost 1	-
		Arm Boost 1	-
		Body Boost 1	-
★★★	ATK Boost 3	HP Boost 2	Focus Boost 2
			Arm Boost 2
		Body Boost 2	Arm Boost 2
		Anti-Burn Boost 3	HP Boost 3
	Anti-Burn Boost 3	HP Boost 2	Focus Boost 2
			Arm Boost 2
		Body Boost 2	Arm Boost 2

FROST ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Anti-Ice Armor	-	190	5	44	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Frost Boost 1	-	-
★★	ATK Boost 2	HP Boost 1	-
		Arm Boost 1	-
		Body Boost 1	-
	Anti-Frost Boost 2	HP Boost 1	-
		Arm Boost 1	-
		Body Boost 1	-
★★★	ATK Boost 3	HP Boost 2	Focus Boost 2
			Arm Boost 2
		Body Boost 2	Arm Boost 2
		Anti-Frost Boost 3	HP Boost 3
	Anti-Frost Boost 3	HP Boost 2	Focus Boost 2
			Arm Boost 2
		Body Boost 2	Arm Boost 2

BANDIT CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Robber's Uniform	-	165	4	42	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
		ATK Boost 1	-
		SP Boost 1	-
★★	Thief's Eye	ATK Boost 2	Monk Wisdom 1
			Smart Riches 1
			Ring Speed 1
		SP Boost 2	Monk Wisdom 1
			Smart Riches 1
			Ring Speed 1
★★★	Thief's Eye	ATK Boost 3	Monk Wisdom 2
			Smart Riches 2
			Ring Speed 2
		SP Boost 3	Monk Wisdom 2
			Smart Riches 2
			Ring Speed 2

WARRIOR HARNESS

Equipped To: CM, YU, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Samurai Armor	-	240	4	52	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 1	-
		SP Boost 1	-
		Fast Charge 1	-
★★★	Samurai Lore 3	ATK Boost 2	SP Boost 1
			Fast Charge 1
		ATK Boost 3	-
		SP Boost 2	ATK Boost 1
			Fast Charge 1
		SP Boost 3	-
		Fast Charge 2	ATK Boost 1
			SP Boost 1
		Fast Charge 3	-

RED NOVICE HABIT

Equipped To: CF, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Red Ritual Garb	-	240	2	48	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Focus Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Ring Speed 1	-	-
★★	Focus Boost 2	Ring Speed 1	MAG Boost 1
		Ring Speed 2	-
	Anti-Burn Boost 2	Focus Boost 1	MAG Boost 1
		Focus Boost 2	-
	Ring Speed 2	Anti-Burn Boost 1	MAG Boost 1
		Anti-Burn Boost 2	-
★★★	Anti-Burn Boost 3	MAG Boost 3	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 3	-
		Crimson Essence 2	MAG Boost 2
	Crimson Essence 3	MAG Boost 3	-
		Anti-Burn Boost 2	MAG Boost 2

BLUE NOVICE HABIT

Equipped To: CF, SF, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Blue Ritual Garb	-	240	-	48	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Focus Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Ring Speed 1	-	-
★★	Focus Boost 2	Ring Speed 1	MAG Boost 1
		Ring Speed 2	-
	Anti-Frost Boost 2	Focus Boost 1	MAG Boost 1
		Focus Boost 2	-
	Ring Speed 2	Anti-Frost Boost 1	MAG Boost 1
		Anti-Frost Boost 2	-
★★★	Anti-Frost Boost 3	MAG Boost 3	-
		Red Mage Wisdom 2	MAG Boost 2
	Red Mage Wisdom 3	MAG Boost 3	-
		Azure Essence 2	MAG Boost 2
	Crimson Essence 3	MAG Boost 3	-
		Anti-Frost Boost 2	MAG Boost 2

MARTIAL ARTS GI

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Comfy Clothes	-	500	10	45	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Warrior's Eye	-	-
		ATK Boost 1	-
		Monk Wisdom 1	-
★★	Warrior's Eye	ATK Boost 2	Arm Boost 1
			SP Boost 1
			Fast Charge 1
		Monk Wisdom 2	Arm Boost 1
			SP Boost 1
			Fast Charge 1
★★★	Warrior's Eye	ATK Boost 3	Arm Boost 2
			SP Boost 2
			Fast Charge 2
		Monk Wisdom 3	Arm Boost 2
			SP Boost 2
			Fast Charge 2

MYTHRIL ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Harness	600	300	-	60	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Anti-Dark Boost 1	-
	HP Boost 2	Arm Boost 1	-
		Body Boost 1	-
		Anti-Dark Boost 1	-
★★★	ATK Boost 3	HP Boost 3	-
		Body Boost 2	Arm Boost 2
		Anti-Dark Boost 2	Body Boost 2
			Arm Boost 2
	ATK Boost 3	Body Boost 2	Arm Boost 2
		Anti-Dark Boost 2	Body Boost 2
			Arm Boost 2

NINJA GETUP

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Black Outfit	-	550	10	52	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
	Ninja Lore	-	-
★★	Thief's Eye	Ninja Lore 2	Samurai Lore 1
			Fast Charge 1
			Tribal Secrets 1
			Ring Speed 1
			Focus Boost 1
			Scholar Wisdom 1
★★★	Thief's Eye	Ninja Lore 3	Samurai Lore 2
			Fast Charge 2
			Tribal Secrets 2
			Ring Speed 2
			Focus Boost 2
			Scholar Wisdom 2

PALADIN ARMOR

Equipped To: CM, CF

SCROLL	BUY	SELL	ATK	DEF	MAG
Templar's Armor	-	1500	-	68	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
	White Mage's Eye	-	-
★★	ATK Boost 2	Body Boost 2	Anti-Dark Boost 1
		HP Regen 1	
	DEF Boost 2	Body Boost 2	Anti-Dark Boost 1
		HP Regen 1	
	White Mage's Eye	Body Boost 2	Anti-Dark Boost 2
		HP Regen 1	
★★★	ATK Boost 3	Body Boost 3	Anti-Dark Boost 2
		HP Regen 2	
	DEF Boost 3	Body Boost 3	Anti-Dark Boost 2
		HP Regen 2	
	White Mage's Eye	Body Boost 3	Anti-Dark Boost 3
		HP Regen 2	

FROG COSTUME

Equipped To: LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Amphibian Body	-	1500	4	62	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	Warrior's Eye	-	-
★★	ATK Boost 2	Arm Boost 1	Anti-Stun Boost 1
		SP Regen 1	
	HP Boost 2	Arm Boost 1	Anti-Stun Boost 1
		SP Regen 1	
	Warrior's Eye	Arm Boost 1	Anti-Stun Boost 2
		SP Regen 1	
★★★	ATK Boost 3	Arm Boost 3	Anti-Stun Boost 2
		SP Regen 2	
	HP Boost 3	Arm Boost 3	Anti-Stun Boost 2
		SP Regen 2	
	Warrior's Eye	Arm Boost 3	Anti-Stun Boost 3
		SP Regen 2	

PIRATE OUTFIT

Equipped To: SM, SF

SCROLL	BUY	SELL	ATK	DEF	MAG
Buccaneer Suit	-	1500	6	60	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
	Warrior's Eye	-	-
★★	ATK Boost 2	Fast Charge 1	HP Absorb DEF. 1
		Tribal Secrets 1	
	SP Boost 2	Fast Charge 1	HP Absorb DEF. 1
		Tribal Secrets 1	
	Warrior's Eye	Fast Charge 1	HP Absorb DEF. 2
		Tribal Secrets 1	
★★★	ATK Boost 3	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	SP Boost 3	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	Warrior's Eye	Fast Charge 2	HP Absorb DEF. 3
		Tribal Secrets 2	

WIZARD ROBE

Equipped To: YU

SCROLL	BUY	SELL	ATK	DEF	MAG
Hellish Raiment	-	1500	-	60	12

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Focus Boost 1	-	-
	Black Mage's Eye	-	-
★★	MAG Boost 2	Focus Boost 2	-
	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 2	-
★★★	MAG Boost 3	Focus Boost 3	Crimson Essence 3
			Azure Essence 3
			Amber Essence 3
	Black Mage's Eye	MAG Boost 3	Focus Boost 3
		Crimson Essence 2	Azure Essence 2
			Amber Essence 2
		Azure Essence 2	Amber Essence 2
	Crimson Essence 2	Azure Essence 2	Amber Essence 2

CARAVAN CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Savior Suit	1000	500	-	68	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	Fruit Boot 2	HP Regen 1
		Veggie Might 2	
	HP Boost 2	Fruit Boot 2	HP Regen 1
		Veggie Might 2	
★★★	DEF Boost 3	Fruit Boot 3	HP Regen 2
		Veggie Might 3	
	DEF Boost 3	HP Boost 5	-
		HP Regen 1	-
	HP Boost 3	Fruit Boot 3	HP Regen 2
		Veggie Might 3	
	HP Boost 5	HP Regen 1	-

BRONZE ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Bronze Armor	1100	550	-	71	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
★★	DEF Boost 2	Arm Boost 2	-
		Body Boost 2	-
		Fast Charge 2	-
★★★	DEF Boost 4	Arm Boost 3	-
		Body Boost 3	-
		Fast Charge 3	-
	DEF Boost 5	Arm Boost 1	-
		Body Boost 1	-
		Fast Charge 1	-

GREEN BARD GARB

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Durable Clothing	880	440	-	66	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Anti-Zap Boost 1	-	-
★★	Anti-Burn Boost 2	Jade Essence 1	-
	Anti-Frost Boost 2		-
	Anti-Zap Boost 2		-
★★★	Anti-Burn Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3
	Anti-Frost Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3
	Anti-Zap Boost 3	Scholar Wisdom 3	HP Regen 1
		Jade Essence 2	White Mage's Eye
			Scholar Wisdom 3

BLACK FUR COAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dark Kitty Cloak	-	450	4	69	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
	MAG Boost 5	Focus Boost 3	-
		Anti-Warp Boost 3	-
		Anti-Dark Boost 3	-
		White Mage's Eye	-
		Black Mage's Eye	-
	Smart Riches 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3

IRON PLATE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Steel Armor	1300	650	-	76	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Arm Boost 2	-
		Body Boost 2	-
		Fast Charge 2	-
	DEF Boost 2	Arm Boost 2	-
		Body Boost 2	-
		Fast Charge 2	-
★★★	ATK Boost 5	DEF Boost 5	Warrior's Eye
		Arm Boost 3	-
		Body Boost 3	-
		Fast Charge 3	-
	DEF Boost 5	Arm Boost 3	-
		Body Boost 3	-
		Fast Charge 3	-

RED BARD GARB

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Heat-hating Garb	1250	625	4	72	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Burn Boost 1	-	-
★★	SP Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
	Anti-Burn Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
★★★	SP Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Anti-Burn Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Thief's Eye	MAG Boost 3	Red Mage Wisdom 3

BLUE BARD GARB

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Frost-free Garb	1250	625	-	72	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
	Anti-Frost Boost 1	-	-
★★	SP Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
	Anti-Frost Boost 2	MAG Boost 2	-
		Red Mage Wisdom 2	-
★★★	SP Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Anti-Frost Boost 3	MAG Boost 3	Fruit Boot 3
			Veggie Might 3
		Red Mage Wisdom 3	Fruit Boot 3
			Veggie Might 3
	Thief's Eye	MAG Boost 3	Red Mage Wisdom 3

SAGE'S ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Enchanted Cloak	-	900	-	76	15

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Ring Speed 1
		Focus Boost 2	
		Sage Wisdom 2	
★★★	MAG Boost 5	Focus Boost 3	Ring Speed 3
			Anti-Burn Boost 3
			Anti-Frost Boost 3
			Anti-Zap Boost 3
		Sage Wisdom 3	Ring Speed 3
			Anti-Burn Boost 3
			Anti-Frost Boost 3
			Anti-Zap Boost 3
	Black Mage's Eye	MAG Boost 4	Ring Speed 2
		Tribal Secrets 3	
		Sage Wisdom 3	

ORANGE ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fiery Garment	2200	1100	-	84	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Crimson Essence 1	-	-
★★	Anti-Burn Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Crimson Essence 2	MAG Boost 1
			Black Mage's Eye
	Crimson Essence 2	Anti-Burn Boost 2	MAG Boost 1
			Black Mage's Eye
[***]	Anti-Burn Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Crimson Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

NAVY UNIFORM

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Midshipman Garb	-	1400	10	82	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 3	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
	SP Boost 4	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
★★★	ATK Boost 2	SP Boost 5	Smart Valor 3
	ATK Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	
	SP Boost 5	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	

LEGIONER HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dracolord Armor	1700	850	-	82	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Dragoon Lore 1	-	-
★★	Dragoon Lore 2	ATK Boost 2	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-
★★★	Warrior's Eye	ATK Boost 4	DEF Boost 4
			HP Boost 4
	Dragoon Lore 3	ATK Boost 5	Body Boost 3
			Anti-Stun Boost 3
		DEF Boost 5	Body Boost 3
			Anti-Stun Boost 3
		HP Boost 5	Body Boost 3
			Anti-Stun Boost 3
		SP Boost 5	Body Boost 3
			Anti-Stun Boost 3

CLERIC'S ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Mercy Raiment	-	900	-	80	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye		
★★	White Mage's Eye	Focus Boost 2	Ring Root
		Scholar Wisdom 2	
		Jade Essence 2	
★★★	White Mage's Eye	Focus Boost 3	Ring Root
		Scholar Wisdom 3	
		Jade Essence 3	
		Jade Essence 3	Focus Boost 3
	Jade Essence 3	Focus Boost 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
		Scholar Wisdom 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
			Ring Root

BLUE ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Icy Garment	2200	1100	2	84	6

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Frost Boost 1	-	-
	Red Mage Wisdom 1 -	-	-
	Azure Essence 1	-	-
★★	Anti-Frost Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Azure Essence 2	MAG Boost 1
			Black Mage's Eye
	Azure Essence 2	Anti-Frost Boost 2	MAG Boost 1
			Black Mage's Eye
★★★	Anti-Frost Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Azure Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

WYVERN HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragon God Armor	-	1400	4	94	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Body Boost 2	Arm Boost 2
		Anti-Zap Boost 2	Amber Essence 1
	HP Boost 2	Body Boost 2	Arm Boost 2
		Anti-Zap Boost 2	Amber Essence 1
★★★	ATK Boost 3	Arm Boost 3	Amber Essence 3
		Body Boost 3	Arm Boost 3
			Amber Essence 3
		Anti-Zap Boost 3	Amber Essence 2
	HP Boost 3	Arm Boost 3	Amber Essence 3
		Body Boost 3	Arm Boost 3
			Amber Essence 3
		Anti-Zap Boost 3	Amber Essence 2
	Warrior's Eye	ATK Boost 3	Body Boost 3

ARMY UNIFORM

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Battle Uniform	-	1000	10	76	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
	DEF Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		Smart Valor 1	-
★★★	ATK Boost 2	DEF Boost 2	Smart Valor 3
	ATK Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	
	DEF Boost 3	Fast Charge 3	Warrior's Eye
		Tribal Secrets 3	
		Smart Valor 2	

KNIGHT PLATE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Knight Lt. Armor	2500	1250	-	90	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	Focus Boost 2	-
		Body Boost 2	-
	HP Boost 2	Focus Boost 2	-
		Body Boost 2	-
★★★	DEF Boost 3	HP Boost 2	Focus Boost 3
			Body Boost 3
		Focus Boost 2	Body Boost 2
		Focus Boost 3	-
		Body Boost 3	-
	HP Boost 3	Focus Boost 2	Body Boost 2
		Focus Boost 3	-
		Body Boost 3	-
	Warrior's Eye	DEF Boost 2	HP Boost 2

YELLOW ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Electric Garment	2200	1100	6	64	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Zap Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Amber Essence 1	-	-
★★	Anti-Zap Boost 2	Red Mage Wisdom 2	MAG Boost 1
			Black Mage's Eye
	Red Mage Wisdom 2	Amber Essence 2	MAG Boost 1
			Black Mage's Eye
	Amber Essence 2	Anti-Zap Boost 2	MAG Boost 1
			Black Mage's Eye
★★★	Anti-Zap Boost 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3
	Amber Essence 3	MAG Boost 4	Black Mage's Eye
			Red Mage Wisdom 3

SILVER ARMOR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Silver Armor	-	1275	-	90	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	DEF Boost 1	-	-
	SP Boost 1	-	-
★★	MAG Boost 2	Anti-Dark Boost 2	Fast Charge 2
	DEF Boost 2		
	SP Boost 2		
★★★	Anti-Dark Boost 3	MAG Boost 3	Anti-Warp Boost 3
		DEF Boost 3	
		SP Boost 3	
	Fast Charge 3	MAG Boost 3	Anti-Warp Boost 3
		DEF Boost 3	
		SP Boost 3	
	Black Mage's Eye	MAG Boost 3	Ring Speed 3
			DEF Boost 3
		DEF Boost 3	Ring Speed 3

SVAROG'S HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fireproof Armor	-	1500	8	94	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Body Boost 2	Arm Boost 2
		Anti-Burn Boost 2	Crimson Essence 1
	HP Boost 2	Body Boost 2	Arm Boost 2
		Anti-Burn Boost 2	Crimson Essence 1
★★★	ATK Boost 3	Arm Boost 3	Crimson Essence 3
		Body Boost 3	Arm Boost 3
			Crimson Essence 3
		Anti-Burn Boost 3	Crimson Essence 2
	HP Boost 3	Arm Boost 3	Crimson Essence 3
		Body Boost 3	Arm Boost 3
			Crimson Essence 3
		Anti-Burn Boost 3	Crimson Essence 2
	Warrior's Eye	ATK Boost 3	Body Boost 3

GRAY FUR COAT

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Ash Kitty Cloak	-	1300	6	92	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Smart Riches 1	-	-
★★	MAG Boost 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
	Smart Riches 2	Focus Boost 1	-
		Anti-Warp Boost 1	-
★★★	MAG Boost 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
		White Mage's Eye	Focus Boost 3
		Black Mage's Eye	
	Smart Riches 3	Focus Boost 3	Anti-Warp Boost 3
			Anti-Dark Boost 3
	Smart Valor 3	Focus Boost 3	Anti-Warp Boost 3
		Anti-Warp Boost 3	Anti-Dark Boost 3
		Anti-Dark Boost 3	Focus Boost 3

PURPLE ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire & Ice Cloak	-	1750	4	94	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Anti-Burn Boost 2
			Anti-Frost Boost 2
		Sage Wisdom 2	Anti-Burn Boost 2
			Anti-Frost Boost 2
★★★	MAG Boost 3	Anti-Burn Boost 3	Crimson Essence 3
			Anti-Frost Boost 3
		Anti-Frost Boost 3	Azure Essence 3
		Crimson Essence 3	
	Black Mage's Eye	Sage Wisdom 3	Crimson Essence 3
			Azure Essence 3
	Sage Wisdom 3	Anti-Burn Boost 3	Crimson Essence 3
			Anti-Frost Boost 3
		Anti-Frost Boost 3	Azure Essence 3
		Crimson Essence 3	

MYTHRIL PLATE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Mythril Armor	-	2750	-	108	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Arm Boost 2	-
		Body Boost 2	-
		Anti-Dark Boost 2	-
	HP Boost 2	Arm Boost 2	-
		Body Boost 2	-
		Anti-Dark Boost 2	-
★★★	ATK Boost 3	HP Boost 4	Anti-Dark Boost 3
		Body Boost 3	Arm Boost 3
		Anti-Dark Boost 3	Body Boost 3
			Arm Boost 3
	HP Boost 3	Body Boost 3	Arm Boost 3
		Anti-Dark Boost 3	Body Boost 3
			Arm Boost 3

FROST PLATE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sub-zero Armor	-	1500	-	94	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Body Boost 2	Arm Boost 2
		Anti-Frost Boost 2	Azure Essence 1
	HP Boost 2	Body Boost 2	Arm Boost 2
		Anti-Frost Boost 2	Azure Essence 1
★★★	ATK Boost 3	Arm Boost 3	Azure Essence 3
		Body Boost 3	Arm Boost 3
			Azure Essence 3
		Anti-Frost Boost 3	Azure Essence 2
	HP Boost 3	Arm Boost 3	Azure Essence 3
		Body Boost 3	Arm Boost 3
			Azure Essence 3
		Anti-Frost Boost 3	Azure Essence 2
	Warrior's Eye	ATK Boost 3	Body Boost 3

SHOGUN HARNESS

Equipped To: CM, YU, SM, LM

SCROLL	BUY	SELL	ATK	DEF	MAG
Combat Armor	-	1700	10	100	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 2	-
		SP Boost 2	-
		Fast Charge 2	-
★★★	Samurai Lore 3	ATK Boost 3	SP Boost 3
			Fast Charge 3
		ATK Boost 5	Tribal Secrets 3
			SP Boost 5
		HP Boost 3	ATK Boost 5
			SP Boost 5
			Fast Charge 3
			Tribal Secrets 3
		SP Boost 3	Fast Charge 3
		SP Boost 5	Tribal Secrets 3
		Fast Charge 3	

PINK ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Time Warp Cloak	-	1750	-	94	12

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	-	-
★★	Black Mage's Eye	MAG Boost 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
		Sage Wisdom 2	Anti-Warp Boost 2
			Anti-Dark Boost 2
★★★	MAG Boost 3	Anti-Warp Boost 3	HP Absorb DEF. 3
			Anti-Dark Boost 3
		Anti-Dark Boost 3	SP Absorb DEF. 3
		HP Absorb DEF. 3	
	Black Mage's Eye	Sage Wisdom 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
	Sage Wisdom 3	Anti-Warp Boost 3	HP Absorb DEF. 3
			Anti-Dark Boost 3
		Anti-Dark Boost 3	SP Absorb DEF. 3
		HP Absorb DEF. 3	

STEALTH GETUP

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Sneaky Garb	-	1800	9	99	9

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
	Ninja Lore 1	-	-
★★	Thief's Eye	Ninja Lore 2	Samurai Lore 2
			Fast Charge 2
			Tribal Secrets 2
			Ring Speed 2
			Focus Boost 2
			Scholar Wisdom 2
★★★	Thief's Eye	Ninja Lore 3	Samurai Lore 3
			Fast Charge 3
			Tribal Secrets 3
			Ring Speed 3
			Focus Boost 3
			Scholar Wisdom 3
	Ninja Lore 3	Samurai Lore 3	Tribal Secrets 3

CROOK'S CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Thief's Uniform	-	1200	4	90	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Thief's Eye	-	-
		ATK Boost 1	Lady Luck 1
		SP Boost 1	
★★	Thief's Eye	ATK Boost 2	Monk Wisdom 2
			Smart Riches 2
			Lady Luck 2
		SP Boost 2	Monk Wisdom 2
			Smart Riches 2
			Lady Luck 2
★★★	Thief's Eye	ATK Boost 3	Monk Wisdom 3
			Smart Riches 3
			Lady Luck 3
		SP Boost 3	Monk Wisdom 3
			Smart Riches 3
			Lady Luck 3

GIANT'S HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Durable Armor	-	2100	-	110	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	ATK Boost 2	Anti-Stun Boost 2
		Arm Boost 2	
		Body Boost 2	
	HP Boost 2	ATK Boost 2	Anti-Stun Boost 2
		Arm Boost 2	
		Body Boost 2	
★★★	DEF Boost 3	ATK Boost 3	Anti-Stun Boost 3
		Arm Boost 3	
		Body Boost 3	
	HP Boost 3	ATK Boost 3	Anti-Stun Boost 3
		Arm Boost 3	
		Body Boost 3	
	HP Boost 5	DEF Boost 3	ATK Boost 3

FIGHTING GEAR

Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Activewear	-	2300	20	90	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Warrior's Eye	-	-
		ATK Boost 1	-
		Monk Wisdom 1	-
★★	Warrior's Eye	ATK Boost 2	Arm Boost 2
			SP Boost 2
			Fast Charge 2
		Monk Wisdom 2	Arm Boost 2
			SP Boost 2
			Fast Charge 2
★★★	Warrior's Eye	ATK Boost 4	Arm Boost 3
			SP Boost 3
			Fast Charge 3
		Monk Wisdom 3	Arm Boost 3
			SP Boost 3
			Fast Charge 3

FIEND'S HARNESS

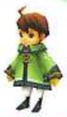
Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Ogre's Armor	-	3500	10	112	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Samurai Lore 1	-	-
★★	Samurai Lore 2	ATK Boost 2	-
		SP Boost 2	-
		Fast Charge 2	-
★★★	Samurai Lore 3	Tribal Secrets 2	-
		ATK Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		ATK Boost 5	-
		SP Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		Fast Charge 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		Tribal Secrets 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3

EARTH ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

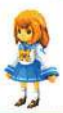


SCROLL	BUY	SELL	ATK	DEF	MAG
Grand Raiment	-	3250	5	108	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye	-	-
★★	White Mage's Eye	Focus Boost 2	-
		Ring Speed 2	-
		Jade Essence 2	-
★★★	Anti-Stun Boost 3	Anti-Warp Boost 3	Anti-Dark Boost 3
	White Mage's Eye	Focus Boost 3	Ring Speed 3
		Ring Speed 3	Jade Essence 3
		Jade Essence 3	Focus Boost 3
	Jade Essence 3	Focus Boost 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
		Scholar Wisdom 3	Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
			Focus Boost 3

SAILOR OUTFIT

Equipped To: CF, SF

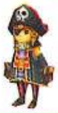


SCROLL	BUY	SELL	ATK	DEF	MAG
Sea Service Suit	-	5250	10	105	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	-	-
	Smart Riches 2	Tribal Secrets 2	-
	Smart Valor 1	-	-
★★	Smart Riches 2	SP Regen 2	-
		SP Absorb DEF. 2	-
	Smart Valor 2	Tribal Secrets 2	-
		SP Regen 2	-
		SP Absorb DEF. 2	-
★★★	Tribal Secrets 3	SP Absorb DEF. 3	SP Regen 3
	Smart Riches 3	Tribal Secrets 3	-
		SP Regen 3	-
		SP Absorb DEF. 3	-
	Smart Valor 3	Tribal Secrets 3	-
		SP Regen 3	-
		SP Absorb DEF. 3	-

BLACKBEARD GARB

Equipped To: SM, SF

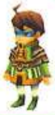


SCROLL	BUY	SELL	ATK	DEF	MAG
Sea Captain Coat	-	5500	15	118	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	SP Boost 1	-	-
★★	ATK Boost 2	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
	SP Boost 2	Fast Charge 2	HP Absorb DEF. 2
		Tribal Secrets 2	
★★★	ATK Boost 3	SP Boost 3	Tribal Secrets 3
			Fast Charge 3
		Fast Charge 3	HP Absorb DEF. 3
		Tribal Secrets 3	HP Absorb DEF. 3
			Fast Charge 3
	SP Boost 3	Fast Charge 3	HP Absorb DEF. 3
		Tribal Secrets 3	HP Absorb DEF. 3
			Fast Charge 3
	Warrior's Eye	ATK Boost 3	HP Absorb DEF. 3

VICTORY CLOTHES

Equipped To: CM, CF, YU, SM, SF, LM, LF

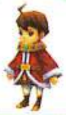


SCROLL	BUY	SELL	ATK	DEF	MAG
Garment of Hope	10000	5000	-	128	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
★★	Lady Luck 2	Warrior's Eye	-
		White Mage's Eye	-
		Black Mage's Eye	-
		Thief's Eye	-
★★★	Lady Luck 3	Warrior's Eye	HP Boost 5
		White Mage's Eye	Jade Essence 3
		Black Mage's Eye	MAG Boost 5
		Thief's Eye	ATK Boost 5

MONARCH'S ROBE

Equipped To: CM, CF, YU, SM, SF, LM, LF

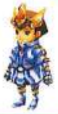


SCROLL	BUY	SELL	ATK	DEF	MAG
Royal Raiment	-	4000	-	110	30

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	HP Regen 1	-	-
	SP Regen 1	-	-
★★	HP Regen 2	SP Regen 2	Anti-Burn Boost 2
			Anti-Frost Boost 2
			Anti-Zap Boost 2
			Anti-Stun Boost 2
			Anti-Warp Boost 2
			Anti-Dark Boost 2
★★★	HP Regen 3	SP Regen 3	Anti-Burn Boost 3
			Anti-Frost Boost 3
			Anti-Zap Boost 3
			Anti-Stun Boost 3
			Anti-Warp Boost 3
			Anti-Dark Boost 3
			HP Absorb DEF. 3

LORD'S PLATE

Equipped To: CM, CF

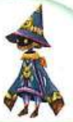


SCROLL	BUY	SELL	ATK	DEF	MAG
Royal Hvy. Armor	-	5500	-	124	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	DEF Boost 1	-	-
★★	ATK Boost 2	Body Boost 2	-
		HP Regen 2	
	DEF Boost 2	Body Boost 2	-
		HP Regen 2	
★★★	ATK Boost 3	DEF Boost 3	Anti-Dark Boost 3
			Body Boost 3
		Body Boost 3	Anti-Dark Boost 3
		HP Regen 3	Anti-Dark Boost 3
			Body Boost 3
	DEF Boost 3	Body Boost 3	Anti-Dark Boost 3
		HP Regen 3	Anti-Dark Boost 3
			Body Boost 3
	White Mage's Eye	DEF Boost 3	HP Regen 3

DEMON ROBE

Equipped To: YU

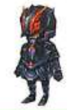


SCROLL	BUY	SELL	ATK	DEF	MAG
Hellacious Cloak	-	5500	-	110	30

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Focus Boost 1	-	-
	Black Mage's Eye	-	-
★★	MAG Boost 2	Focus Boost 2	-
	Black Mage's Eye	MAG Boost 2	-
		Focus Boost 2	-
★★★	MAG Boost 3	Focus Boost 3	Crimson Essence 3
			Azure Essence 3
			Amber Essence 3
		Sage Wisdom 3	DEF Boost 3
	Black Mage's Eye	MAG Boost 3	Focus Boost 3
		Crimson Essence 2	Azure Essence 2
			Amber Essence 2
		Azure Essence 2	Amber Essence 2
	Crimson Essence 3	Azure Essence 3	Amber Essence 3

DARK HARNESS

Equipped To: CM, CF, YU, SM, SF, LM, LF

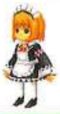


SCROLL	BUY	SELL	ATK	DEF	MAG
Garb of Darkness	-	4750	10	115	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	MAG Boost 1	-	-
★★	ATK Boost 2	Crimson Essence 2	Anti-Dark Boost 2
		Azure Essence 2	
		Amber Essence 2	
	MAG Boost 2	Crimson Essence 2	Anti-Dark Boost 2
		Azure Essence 2	
		Amber Essence 2	
★★★	ATK Boost 3	MAG Boost 3	Anti-Dark Boost 3
		Crimson Essence 3	
		Azure Essence 3	
		Amber Essence 3	
	MAG Boost 3	Crimson Essence 3	Anti-Dark Boost 3
		Azure Essence 3	
		Amber Essence 3	

MAID OUTFIT

Equipped To: CF, YU, SF, LF

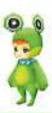


SCROLL	BUY	SELL	ATK	DEF	MAG
Rm. Service Suit	-	5250	-	105	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	-	-
	Smart Valor 1	-	-
★★	Smart Riches 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Riches 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Fruit Boot 3	-
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Fruit Boot 3	-
		Veggie Might 3	-

TOAD COSTUME

Equipped To: LM, LF

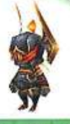


SCROLL	BUY	SELL	ATK	DEF	MAG
Amphibian Suit	-	5500	22	111	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
★★	ATK Boost 2	Arm Boost 2	Anti-Stun Boost 2
		SP Regen 2	
	HP Boost 2	Arm Boost 2	Anti-Stun Boost 2
		SP Regen 2	
★★★	ATK Boost 3	HP Boost 3	Anti-Stun Boost 3
			SP Regen 3
		Arm Boost 3	Anti-Stun Boost 3
			SP Regen 3
		SP Regen 3	Anti-Stun Boost 3
	HP Boost 3	Arm Boost 3	Anti-Stun Boost 3
			SP Regen 3
		SP Regen 3	Anti-Stun Boost 3
	Warrior's Eye	ATK Boost 3	HP Boost 3

BLK. KNIGHT PLATE

Equipped To: LM, LF

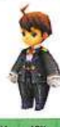


SCROLL	BUY	SELL	ATK	DEF	MAG
Possessed Armor	-	6000	44	99	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	HP Boost 1	-	-
★★	DEF Boost 2	HP Absorb DEF. 2	-
		SP Absorb DEF. 2	-
	HP Boost 2	HP Absorb DEF. 2	-
		SP Absorb DEF. 2	-
★★★	ATK Boost 5	-	-
	DEF Boost 3	HP Absorb DEF. 3	SP Absorb DEF. 3
	HP Boost 3	DEF Boost 3	HP Absorb DEF. 3
			SP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3
	Warrior's Eye	DEF Boost 3	HP Absorb DEF. 3
		HP Boost 3	DEF Boost 3
			HP Absorb DEF. 3
		HP Absorb DEF. 3	SP Absorb DEF. 3

TUXEDO

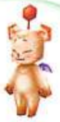
Equipped To: CM, SM, LM



SCROLL	BUY	SELL	ATK	DEF	MAG
Formal Fashion	-	1750	5	70	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	-	-
	Smart Riches 2	Fruit Boot 2	-
	Smart Valor 1	-	-
★★	Smart Riches 2	Lady Luck 1	-
		Veggie Might 2	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Riches 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Fruit Boot 3	-
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Fruit Boot 3	-
		Veggie Might 3	-

CREATURE SUIT

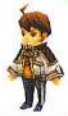


Equipped To: CM, CF, YU, SM, SF, LM, LF

SCROLL	BUY	SELL	ATK	DEF	MAG
Fun Fauna Body	-	6000	8	120	8

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Lady Luck 2	Fruit Boot 2	-
	Smart Valor 1	-	-
★★	Lady Luck 2	Lady Luck 1	-
		Veggie Might 2	-
	Lady Luck 3	Fruit Boot 3	-
	Smart Valor 2	Lady Luck 1	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Lady Luck 3	Lady Luck 2	-
		Smart Valor 3	Lady Luck 3
		Veggie Might 3	-
	Smart Valor 3	Lady Luck 2	-
		Smart Valor 3	-
		Veggie Might 3	-

LAYLE'S JACKET

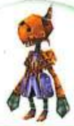


Equipped To: CM

SCROLL	BUY	SELL	ATK	DEF	MAG
-	1000000	750000	100	200	100

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★★★	HP Regen 3	HP Regen 3	Impact Boost 3

ACADEMIC ARMOR

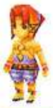


Equipped To: YU

SCROLL	BUY	SELL	ATK	DEF	MAG
-	-	75	-	28	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

WILD CHILD GARB

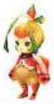


Equipped To: SM

SCROLL	BUY	SELL	ATK	DEF	MAG
-	-	100	-	37	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

ALCHEMIST OUTFIT



Equipped To: LF

SCROLL	BUY	SELL	ATK	DEF	MAG
-	-	150	-	45	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	-	-	-
★★	-	-	-
★★★	-	-	-

ACCESSORIES

POWER RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Band of Strength	60	30	2	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
★★	ATK Boost 1	Dragoon Lore 1	-
		Samurai Lore 1	-
		Monk Wisdom 1	-
★★★	ATK Boost 2	Dragoon Lore 2	-
		Samurai Lore 2	-
		Monk Wisdom 2	-
	ATK Boost 3	-	-
	ATK Boost 4	-	-
	ATK Boost 5	-	-

MAGIC RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Band of Mystique	60	30	-	-	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
★★	MAG Boost 1	Red Mage Wisdom 1	-
		Sage Wisdom 1	-
		Scholar Wisdom 1	-
★★★	MAG Boost 2	Red Mage Wisdom 2	-
		Sage Wisdom 2	-
		Scholar Wisdom	-
	MAG Boost 3	-	-
	MAG Boost 4	-	-
	MAG Boost 5	-	-

GUARD RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Band of Security	60	30	-	2	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
★★	DEF Boost 1	Focus Boost 1	-
		Anti-Stun Boost 1	-
		Ninja Lore 1	-
★★★	DEF Boost 2	Focus Boost 2	-
		Anti-Stun Boost 2	-
		Ninja Lore 2	-
	DEF Boost 3	-	-
	DEF Boost 4	-	-
	DEF Boost 5	-	-

LIFE RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Bond of Rebirth	60	30	1	1	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	HP Boost 1	-	-
★★	HP Boost 1	HP Regen 1	-
		Fruit Boot 1	-
		Veggie Might 1	-
★★★	HP Boost 2	HP Regen 2	-
		Fruit Boot 2	-
		Veggie Might 2	-
	HP Boost 3	-	-
	HP Boost 4	-	-
	HP Boost 5	-	-

SKILL RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Band of Abilities	60	30	-	1	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Boost 1	-	-
★★	SP Boost 1	Fast Charge 1	-
		Tribal Secrets 1	-
		SP Regen 1	-
★★★	SP Boost 2	Fast Charge 2	-
		Tribal Secrets 2	-
		SP Regen 2	-
	SP Boost 3	-	-
	SP Boost 4	-	-
	SP Boost 5	-	-

FLAME BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Reddish Emblem	100	50	-	-	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	-	-
★★	Anti-Burn Boost 2	Red Mage Wisdom 1	-
		Sage Wisdom 1	-
		Crimson Essence 1	-
★★★	Anti-Burn Boost 3	-	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-
		Crimson Essence 2	-

FROST BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Bluish Emblem	100	50	-	1	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Frost Boost 1	-	-
★★	Anti-Frost Boost 2	Red Mage Wisdom 1	-
		Sage Wisdom 1	-
		Azure Essence 1	-
★★★	Anti-Frost Boost 3	-	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-
		Azure Essence 2	-

THUNDER BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Yellowish Emblem	100	50	1	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Zap Boost 1	-	-
★★	Anti-Zap Boost 2	Red Mage Wisdom 1	-
		Sage Wisdom 1	-
		Amber Essence 1	-
★★★	Anti-Zap Boost 3	-	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-
		Amber Essence 2	-

BLACKOUT BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Lucidity Emblem	-	300	-	2	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Stun Boost 2	-	-
★★	Anti-Stun Boost 2	Focus Boost 1	-
		Fruit Boot 1	-
		Veggie Might 1	-
★★★	Anti-Stun Boost 3	-	-
		Focus Boost 2	-
		Fruit Boot 2	-
		Veggie Might 2	-

TEMPORAL BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Time Emblem	-	300	-	-	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Warp Boost 2	-	-
★★	Anti-Warp Boost 2	Ring Speed 1	-
		Red Mage Wisdom 1	-
		Sage Wisdom 1	-
★★★	Anti-Warp Boost 3	-	-
		Ring Speed 2	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-

DARK BADGE

SCROLL	BUY	SELL	ATK	DEF	MAG
Black Emblem	-	300	2	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Dark Boost 2	-	-
★★	Anti-Dark Boost 2	Ring Speed 1	-
		Red Mage Wisdom 1	-
		Sage Wisdom 1	-
★★★	Anti-Dark Boost 3	-	-
		Ring Speed 2	-
		Red Mage Wisdom 2	-
		Sage Wisdom 2	-

AEOLIAN MISANGA

SCROLL	BUY	SELL	ATK	DEF	MAG
Braid of Time	-	550	1	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Fast Charge 2	-	-
★★	Fast Charge 2	ATK Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
		SP Boost 1	-
★★★	Fast Charge 3	-	-
		ATK Boost 2	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-
		Tribal Secrets 2	-

CLASSIC MISANGA

SCROLL	BUY	SELL	ATK	DEF	MAG
Braid of Old	-	775	1	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Tribal Secrets 2	-	-
★★	Tribal Secrets 2	ATK Boost 1	-
		DEF Boost 1	-
		HP Boost 1	-
		SP Boost 1	-
★★★	Tribal Secrets 3	-	-
		ATK Boost 2	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-
		Fast Charge 2	-

CRYSTAL EARRINGS

SCROLL	BUY	SELL	ATK	DEF	MAG
Crystal Work	-	1750	-	10	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	HP Regen 1	-	-
	SP Regen 1	-	-
★★	HP Regen 2	-	-
	SP Regen 2	-	-
★★★	HP Regen 3	-	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-
	SP Regen 3	-	-
		DEF Boost 2	-
		HP Boost 2	-
		SP Boost 2	-

DARK SOUL

SCROLL	BUY	SELL	ATK	DEF	MAG
Perdition Tome	-	400	2	-	2

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Black Mage's Eye	Crimson Essence 1	-
		Azure Essence 1	-
		Amber Essence 1	-
★★	Black Mage's Eye	Crimson Essence 2	-
		Azure Essence 2	-
		Amber Essence 2	-
★★★	Black Mage's Eye	Crimson Essence 2	-
			-
		Crimson Essence 3	Azure Essence 2
		Azure Essence 2	Amber Essence 2
		Azure Essence 3	-
		Amber Essence 3	-

JADE CREST

SCROLL	BUY	SELL	ATK	DEF	MAG
Green Covenant	-	1000	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Jade Essence 1	HP Boost 1	-
		SP Boost 1	-
★★	Jade Essence 2	HP Boost 2	HP Regen 1
		SP Boost 2	SP Regen 1
★★★	Jade Essence 3	HP Boost 3	HP Regen 2
		HP Boost 4	-
		SP Boost 3	SP Regen 2
		SP Boost 4	-

WIND EARRINGS

SCROLL	BUY	SELL	ATK	DEF	MAG
Airy Jewelry	-	430	-	-	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Ring Speed 2	-	-
★★	Ring Speed 2	MAG Boost 1	-
		Focus Boost 1	-
		Anti-Burn Boost 1	-
		Anti-Frost Boost 1	-
		Anti-Zap Boost 1	-
		Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
★★★	Ring Speed 3	MAG Boost 2	-
		Focus Boost 2	-
		Anti-Burn Boost 2	-
		Anti-Frost Boost 2	-
		Anti-Zap Boost 2	-
		Anti-Warp Boost 2	-
		Anti-Dark Boost 2	-

LION'S HEART

SCROLL	BUY	SELL	ATK	DEF	MAG
Lion's Soul	-	400	2	2	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Warrior's Eye	ATK Boost 1	-
★★	Warrior's Eye	ATK Boost 2	-
		HP Boost 2	-
★★★	Warrior's Eye	ATK Boost 3	-
			HP Absorb ATK. 1
			SP Absorb ATK. 1
		HP Boost 3	-
			HP Absorb ATK. 1
			SP Absorb ATK. 1

CRIMSON CREST

SCROLL	BUY	SELL	ATK	DEF	MAG
Fire Covenant	-	1000	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Crimson Essence 1	MAG Boost 1	-
		Anti-Burn Boost 1	-
		Ring Speed 1	-
★★	Crimson Essence 2	MAG Boost 2	-
		Anti-Burn Boost 2	-
		Ring Speed 2	-
★★★	Crimson Essence 3	MAG Boost 2	Anti-Burn Boost 2
			Ring Speed 2
		MAG Boost 3	-
		Anti-Burn Boost 2	Ring Speed 2
		Anti-Burn Boost 3	-
		Ring Speed 3	-

BLOOD CHARM

SCROLL	BUY	SELL	ATK	DEF	MAG
Vexing Card	-	750	10	10	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	HP Absorb ATK. 1	-	-
	HP Absorb DEF. 1	-	-
★★	HP Absorb ATK. 2	-	-
		DEF Boost 2	-
	HP Absorb DEF. 2	-	-
		DEF Boost 2	-
★★★	HP Absorb ATK. 3	-	-
		DEF Boost 3	-
	HP Absorb DEF. 3	-	-
		DEF Boost 3	-

EARTH EARRINGS

SCROLL	BUY	SELL	ATK	DEF	MAG
Grounded Jewelry	-	430	-	-	1

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Ring Root	MAG Boost 1	-
★★	Ring Root	MAG Boost 2	-
		Focus Boost 1	-
		Anti-Burn Boost 1	-
		Anti-Frost Boost 1	-
		Anti-Zap Boost 1	-
		Anti-Warp Boost 1	-
		Anti-Dark Boost 1	-
★★★	Ring Root	MAG Boost 3	-
		Focus Boost 2	-
		Anti-Burn Boost 2	-
		Anti-Frost Boost 2	-
		Anti-Zap Boost 2	-
		Anti-Warp Boost 2	-
		Anti-Dark Boost 2	-

DRAGON'S HEART

SCROLL	BUY	SELL	ATK	DEF	MAG
Dragon's Soul	-	525	4	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Dragoon Lore 1	ATK Boost 1	-
★★	Dragoon Lore 2	ATK Boost 2	-
		HP Boost 2	-
★★★	Dragoon Lore 3	ATK Boost 3	-
			HP Absorb ATK. 1
			SP Absorb ATK. 1
		HP Boost 3	-
			HP Absorb ATK. 1
			SP Absorb ATK. 1
		Monk Wisdom 3	Ninja Lore 3

AZURE CREST

SCROLL	BUY	SELL	ATK	DEF	MAG
Ice Covenant	-	1000	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Azure Essence 1	MAG Boost 1	-
		Anti-Frost Boost 1	-
		Ring Speed 1	-
★★	Azure Essence 2	MAG Boost 2	-
		Anti-Frost Boost 2	-
		Ring Speed 2	-
★★★	Azure Essence 3	MAG Boost 2	Anti-Frost Boost 2
			Ring Speed 2
		MAG Boost 3	-
		Anti-Frost Boost 2	Ring Speed 2
		Anti-Frost Boost 3	-
		Ring Speed 3	-

SOUL CHARM

SCROLL	BUY	SELL	ATK	DEF	MAG
Cursed Card	-	750	-	10	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	SP Absorb ATK. 1	-	-
	SP Absorb DEF. 1	-	-
★★	SP Absorb ATK. 2	-	-
		SP Boost 2	-
	SP Absorb DEF. 2	-	-
		SP Boost 2	-
★★★	SP Absorb ATK. 3	-	-
		SP Boost 3	-
	SP Absorb DEF. 3	-	-
		SP Boost 3	-

BISHOP'S SOUL

SCROLL	BUY	SELL	ATK	DEF	MAG
Salvation Tome	-	400	-	-	4

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	White Mage's Eye	Scholar Wisdom 1	-
		Jade Essence 1	-
★★	White Mage's Eye	HP Regen 1	-
		SP Regen 1	-
		Scholar Wisdom 2	-
		Jade Essence 2	-
★★★	White Mage's Eye	HP Regen 2	-
			SP Regen 2
		SP Regen 2	-
		Scholar Wisdom 3	-
		Jade Essence 3	-
			Scholar Wisdom 3

GOLDEN CREST

SCROLL	BUY	SELL	ATK	DEF	MAG
Thund. Covenant	-	1000	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Amber Essence 1	MAG Boost 1	-
		Anti-Zap Boost 1	-
		Ring Speed 1	-
★★	Amber Essence 2	MAG Boost 2	-
		Anti-Zap Boost 2	-
		Ring Speed 2	-
★★★	Amber Essence 3	MAG Boost 2	Anti-Zap Boost 2
			Ring Speed 2
		MAG Boost 3	-
		Anti-Zap Boost 2	Ring Speed 2
		Anti-Zap Boost 3	-
		Ring Speed 3	-

GAMBLER'S HEART

SCROLL	BUY	SELL	ATK	DEF	MAG
Playful Soul	-	1175	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Riches 1	Fruit Boot 1	-
		Veggie Might 1	-
★★	Smart Riches 2	-	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Riches 3	-	-
		Fruit Boot 3	-
		Veggie Might 3	-

WARRIOR'S HEART

SCROLL	BUY	SELL	ATK	DEF	MAG
Brave Soul	-	1025	-	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Smart Valor 1	Fruit Boot 1	-
		Veggie Might 1	-
★★	Smart Valor 2	-	-
		Fruit Boot 2	-
		Veggie Might 2	-
★★★	Smart Valor 3	-	-
		Fruit Boot 3	-
		Veggie Might 3	-

CITRINE STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Citrine Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	DEF Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Amber Essence 1	-	-
★★	DEF Boost 2	-	-
		Anti-Zap Boost 2	-
	Anti-Zap Boost 2	-	-
		Amber Essence 2	-
	Amber Essence 2	-	-
		DEF Boost 2	-
★★★	DEF Boost 3	-	-
	Anti-Zap Boost 3	-	-
		Amber Essence 3	DEF Boost 3
	Amber Essence 3	-	-

ONYX STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Onyx Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Dark Boost 1	-	-
	HP Absorb ATK. 1	-	-
	SP Absorb ATK. 1	-	-
★★	Anti-Dark Boost 2	-	-
		HP Absorb ATK. 2	-
	HP Absorb ATK. 2	-	-
		SP Absorb ATK. 2	-
	SP Absorb ATK. 2	-	-
		Anti-Dark Boost 2	-
★★★	Anti-Dark Boost 3	-	-
	HP Absorb ATK. 3	-	-
		SP Absorb ATK. 3	Anti-Dark Boost 3
	SP Absorb ATK. 3	-	-

ELEMENT RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Spiritual Band	-	550	3	3	3

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Burn Boost 1	Anti-Frost Boost 1	Anti-Zap Boost 1
	Crimson Essence 1	Azure Essence 1	Amber Essence 1
★★	Anti-Burn Boost 2	Anti-Frost Boost 2	Anti-Zap Boost 2
	Crimson Essence 2	Azure Essence 2	Amber Essence 2
★★★	Anti-Burn Boost 3	Anti-Frost Boost 3	Anti-Zap Boost 3
	Crimson Essence 3	Azure Essence 3	Amber Essence 3

RUBY STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Ruby Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	Anti-Burn Boost 1	-	-
	Crimson Essence 1	-	-
★★	ATK Boost 2	-	-
		Anti-Burn Boost 2	-
	Anti-Burn Boost 2	-	-
		Crimson Essence 2	-
	Crimson Essence 2	-	-
		ATK Boost 2	-
★★★	ATK Boost 3	-	-
	Anti-Burn Boost 3	-	-
		Crimson Essence 3	ATK Boost 3
	Crimson Essence 3	-	-

EMERALD STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Emerald Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	HP Boost 1	-	-
	Anti-Zap Boost 1	-	-
	Jade Essence 1	-	-
★★	HP Boost 2	-	-
		Anti-Zap Boost 2	-
	Anti-Zap Boost 2	-	-
		Jade Essence 2	-
	Jade Essence 2	-	-
		MAG Boost 2	-
★★★	HP Boost 3	-	-
	Anti-Zap Boost 3	-	-
	Jade Essence 3	-	-
		Anti-Zap Boost 3	HP Boost 3

RUNE RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Engraved Band	-	750	-	-	10

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Focus Boost 1	-	-
	Ring Speed 1	-	-
	Red Mage Wisdom 1	-	-
	Sage Wisdom 1	-	-
★★	MAG Boost 2	Ring Speed 2	-
	Focus Boost 2	Sage Wisdom 2	-
	Ring Speed 2	Focus Boost 2	-
	Red Mage Wisdom 2	MAG Boost 2	-
	Sage Wisdom 2	Red Mage Wisdom 2	-
★★★	MAG Boost 3	Ring Speed 3	Focus Boost 3
	Focus Boost 3	Sage Wisdom 3	Red Mage Wisdom 3
	Ring Speed 3	Focus Boost 3	Sage Wisdom 3
	Red Mage Wisdom 3	MAG Boost 3	Ring Speed 3
	Sage Wisdom 3	Red Mage Wisdom 3	MAG Boost 3

GOBLIN RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Barbaric Band	-	550	10	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Smart Riches 1	-	-
	Fruit Boot 1	-	-
	Veggie Might 1	-	-
★★	Smart Riches 2	Lady Luck 2	-
	Fruit Boot 2	Lady Luck 2	-
		Smart Riches 2	-
		Veggie Might 2	-
	Veggie Might 2	Lady Luck 2	-
		Smart Riches 2	-
★★★	Smart Riches 3	Lady Luck 3	Fruit Boot 3
			Veggie Might 3
	Fruit Boot 3	Veggie Might 3	Smart Riches 3
			Lady Luck 3

SAPPHIRE STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Sapphire Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	MAG Boost 1	-	-
	Anti-Frost Boost 1	-	-
	Azure Essence 1	-	-
★★	MAG Boost 2	-	-
		Anti-Frost Boost 2	-
	Anti-Frost Boost 2	-	-
		Azure Essence 2	-
	Azure Essence 2	-	-
		MAG Boost 2	-
★★★	MAG Boost 3	-	-
	Anti-Frost Boost 3	-	-
		Azure Essence 3	MAG Boost 3
	Azure Essence 3	-	-

AMETHYST STUDS

SCROLL	BUY	SELL	ATK	DEF	MAG
Amethyst Work	-	600	5	5	5

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Anti-Warp Boost 1	-	-
	Red Mage Wisdom 1	-	-
	Sage Wisdom 1	-	-
★★	Anti-Warp Boost 2	-	-
		Red Mage Wisdom 2	-
	Red Mage Wisdom 2	-	-
		Sage Wisdom 2	-
	Sage Wisdom 2	-	-
		Anti-Warp Boost 2	-
★★★	Anti-Warp Boost 3	-	-
	Red Mage Wisdom 3	-	-
		Sage Wisdom 3	Anti-Warp Boost 3
	Sage Wisdom 3	-	-

BLESSED RING

SCROLL	BUY	SELL	ATK	DEF	MAG
Good Luck Band	-	550	3	3	3

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	Lady Luck 1	-	-
	Scholar Wisdom 1	-	-
	Jade Essence 1	-	-
	Smart Riches 1	-	-
	Smart Valor 1	-	-
★★	Lady Luck 2	Scholar Wisdom 2	-
	Scholar Wisdom 2	Jade Essence 2	-
	Jade Essence 2	Smart Valor 2	-
	Smart Riches 2	Lady Luck 2	-
	Smart Valor 2	Smart Riches 2	-
★★★	Lady Luck 3	Scholar Wisdom 3	Jade Essence 3
	Scholar Wisdom 3	Jade Essence 3	Smart Valor 3
	Jade Essence 3	Smart Valor 3	Smart Riches 3
	Smart Riches 3	Lady Luck 3	Scholar Wisdom 3
	Smart Valor 3	Smart Riches 3	Lady Luck 3

Scrolls

There's a myriad of equipment available in the shop at Rebena Te Ra, but the strongest items can only be made through forging. This is where Scrolls come in; they are the design documents that allow you to create rare and powerful equipment. This section lists the Scrolls available and the places where they can be found. When looking for the materials needed to create an item, please refer to the Materials section of this book.

DATA EXPLANATION

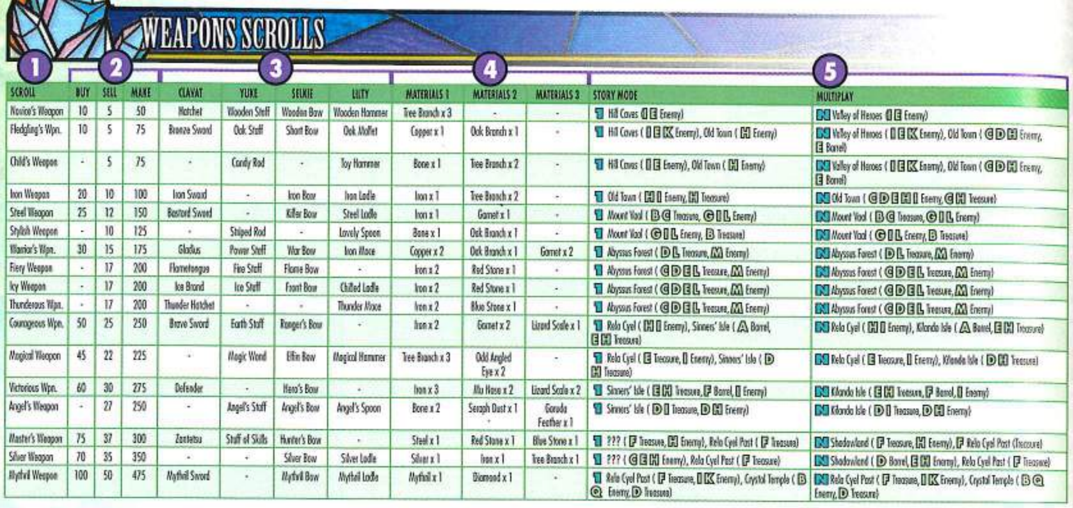
1. **Scroll Name:** The label of the Scroll needed to create the item.

2. **Buy, Sell, and Make:** Shows the buying price for the item if it is sold in shops, along with the amount of money earned when selling the item. A "-" is placed within the Buy column if it doesn't appear in shops. The "Make" column shows the amount needed to make the item the Scroll creates.

3. **Item Created:** The item made when the Scroll is used in forging. In the case of weapons, up to four different items are created through one Scroll. The item created depends on the tribe you're playing as when the item is made.

4. **Materials:** Indicates the materials needed to create the Scroll's item.

5. **Location Data:** Both the Story Mode and Multiplay columns contain data showing where each Scroll is found. Each row lists a field name along with the item's location data (shown within parenthesis). The table directly to the right explains the data contained here.


WEAPONS SCROLLS
1
2
3
4
5

SCROLL	BUY	SELL	MAKE	CLAVAT	YUKE	SELKIE	LILTY	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Novice's Weapon	10	5	50	Hatchet	Wooden Staff	Wooden Bow	Wooden Hammer	Tree Branch x 3	-	-	1 Hill Caves (I E Enemy)	N Valley of Heroes (I E Enemy)
Fledgling's Wpn.	10	5	75	Bronze Sword	Oak Staff	Short Bow	Oak Mallet	Copper x 1	Oak Branch x 1	-	1 Hill Caves (I E K Enemy), Old Town (H Enemy)	N Valley of Heroes (I E K Enemy), Old Town (G D H Enemy, E Barrel)
Child's Weapon	-	5	75	-	Candy Rod	-	Toy Hammer	Bone x 1	Tree Branch x 2	-	1 Hill Caves (I E Enemy), Old Town (H Enemy)	N Valley of Heroes (I E K Enemy), Old Town (G D H Enemy, E Barrel)
Iron Weapon	20	10	100	Iron Sword	-	Iron Bow	Iron Ladle	Iron x 1	Tree Branch x 2	-	1 Old Town (H I Enemy, H Treasure)	N Old Town (G D E H I Enemy, G H Treasure)
Steel Weapon	25	12	150	Bastard Sword	-	Killer Bow	Steel Ladle	Iron x 1	Garnet x 1	-	1 Mount Vaol (B G Treasure, G I L Enemy)	N Mount Vaol (B G Treasure, G I L Enemy)
Stylish Weapon	-	10	125	-	Striped Rod	-	Lovely Spoon	Bone x 1	Oak Branch x 1	-	1 Mount Vaol (G I L Enemy, B Treasure)	N Mount Vaol (G I L Enemy, B Treasure)
Warrior's Wpn.	30	15	175	Gladius	Power Staff	War Bow	Iron Mace	Copper x 2	Oak Branch x 1	Garnet x 2	1 Abyssus Forest (D L Treasure, M Enemy)	N Abyssus Forest (D L Treasure, M Enemy)
Fiery Weapon	-	17	200	Flametongue	Fire Staff	Flame Bow	-	Iron x 2	Red Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)
Icy Weapon	-	17	200	Ice Brand	Ice Staff	Frost Bow	Chilled Ladle	Iron x 2	Red Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)
Thunderous Wpn.	-	17	200	Thunder Hatchet	-	-	Thunder Mace	Iron x 2	Blue Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)
Courageous Wpn.	50	25	250	Brave Sword	Earth Staff	Ranger's Bow	-	Iron x 2	Garnet x 2	Lizard Scale x 1	1 Rela Cyel (H I Enemy), Sinners' Isle (A Barrel, E H Treasure)	N Rela Cyel (H I Enemy), Kilanda Isle (A Barrel, E H Treasure)
Magical Weapon	45	22	225	-	Magic Wand	Elfin Bow	Magical Hammer	Tree Branch x 3	Odd Angled Eye x 2	-	1 Rela Cyel (E Treasure, I Enemy), Sinners' Isle (D H Treasure)	N Rela Cyel (E Treasure, I Enemy), Kilanda Isle (D H Treasure)
Victorious Wpn.	60	30	275	Defender	-	Hero's Bow	-	Iron x 3	Alu Hose x 2	Lizard Scale x 2	1 Sinners' Isle (E H Treasure, F Barrel, I Enemy)	N Kilanda Isle (E H Treasure, F Barrel, I Enemy)
Angel's Weapon	-	27	250	-	Angel's Staff	Angel's Bow	Angel's Spoon	Bone x 2	Seraph Dust x 1	Garuda Feather x 1	1 Sinners' Isle (D I Treasure, D H Enemy)	N Kilanda Isle (D I Treasure, D H Enemy)
Master's Weapon	75	37	300	Zantetsu	Staff of Skills	Hunter's Bow	-	Steel x 1	Red Stone x 1	Blue Stone x 1	1 ??? (F Treasure, H Enemy), Rela Cyel Past (F Treasure)	N Shadowland (F Treasure, H Enemy), F Rela Cyel Past (Treasure)
Silver Weapon	70	35	350	-	-	Silver Bow	Silver Ladle	Silver x 1	Iron x 1	Tree Branch x 1	1 ??? (G E H Enemy), Rela Cyel Past (F Treasure)	N Shadowland (D Barrel, E H Enemy), Rela Cyel Past (F Treasure)
Mythril Weapon	100	50	475	Mythril Sword	-	Mythril Bow	Mythril Ladle	Mythril x 1	Diamond x 1	-	1 Rela Cyel Past (F Treasure, I K Enemy), Crystal Temple (B Q Enemy, D Treasure)	N Rela Cyel Past (F Treasure, I K Enemy), Crystal Temple (B Q Enemy, D Treasure)

LOCATION DATA KEY

1	Indicates the item is obtained during your first run through Story Mode.
2	Indicates the item is obtained during your second run through Story Mode.
3	Indicates the item is obtained during your third run through Story Mode.
N	Indicates the item is obtained during your first run through Multiplay.
H	Indicates the item is obtained during your second run through Multiplay.
H	Indicates the item is obtained during your third run through Multiplay.
A	Area letter identifier. Coupled with the field name, these letters indicate the room in which the box, enemy, or barrel carrying the item is located. When trying to find the area where a Scroll is located, refer to the corresponding area maps within the walkthrough.
Enemy	Indicates that the item in question is dropped by an enemy. The area letter identifier listed before it indicates the room in which the creature is located.
Treasure	Indicates that the item is within a treasure box. The area letter identifier listed before it indicates the room in which the box is located.
Barrel	Shows that the item is hidden within a barrel. As with enemies or boxes, the area letter identifier next to it indicates the room in which the barrel is located.

WEAPONS SCROLLS

SCROLL	BUY	SELL	MAKE	CLAVAT	YUKE	SELKIE	LILTY	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Novice's Weapon	10	5	50	Hatchet	Wooden Staff	Wooden Bow	Wooden Hammer	Tree Branch x 3	-	-	1 Hill Caves (I E Enemy)	N Valley of Heroes (I E Enemy)
Fledgling's Wpn.	10	5	75	Bronze Sword	Oak Staff	Short Bow	Oak Mallet	Copper x 1	Oak Branch x 1	-	1 Hill Caves (I E K Enemy), Old Town (H Enemy)	N Valley of Heroes (I E K Enemy), Old Town (G D H Enemy, E Barrel)
Child's Weapon	-	5	75	-	Candy Rod	-	Toy Hammer	Bone x 1	Tree Branch x 2	-	1 Hill Caves (I E Enemy), Old Town (H Enemy)	N Valley of Heroes (I E K Enemy), Old Town (G D H Enemy, E Barrel)
Iron Weapon	20	10	100	Iron Sword	-	Iron Bow	Iron Ladle	Iron x 1	Tree Branch x 2	-	1 Old Town (H I Enemy, H Treasure)	N Old Town (G D E H I Enemy, G H Treasure)
Steel Weapon	25	12	150	Bastard Sword	-	Killer Bow	Steel Ladle	Iron x 1	Garnet x 1	-	1 Mount Vaol (B G Treasure, G I L Enemy)	N Mount Vaol (B G Treasure, G I L Enemy)
Stylish Weapon	-	10	125	-	Striped Rod	-	Lovely Spoon	Bone x 1	Oak Branch x 1	-	1 Mount Vaol (G I L Enemy, B Treasure)	N Mount Vaol (G I L Enemy, B Treasure)
Warrior's Wpn.	30	15	175	Gladius	Power Staff	War Bow	Iron Mace	Copper x 2	Oak Branch x 1	Garnet x 2	1 Abyssus Forest (D L Treasure, M Enemy)	N Abyssus Forest (D L Treasure, M Enemy)
Fiery Weapon	-	17	200	Flametongue	Fire Staff	Flame Bow	-	Iron x 2	Red Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)
Icy Weapon	-	17	200	Ice Brand	Ice Staff	Frost Bow	Chilled Ladle	Iron x 2	Red Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)
Thunderous Wpn.	-	17	200	Thunder Hatchet	-	-	Thunder Mace	Iron x 2	Blue Stone x 1	-	1 Abyssus Forest (G D E L Treasure, M Enemy)	N Abyssus Forest (G D E L Treasure, M Enemy)

SCROLL	BUY	SELL	MAKE	CLAVAT	YUKE	SELKIE	LILTY	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Courageous Wpn.	50	25	250	Brave Sword	Earth Staff	Ranger's Bow	-	Iron x 2	Garnet x 2	Lizard Scale x 1	1 Rela Cyel (H I Enemy), Sinners' Isle (A Barrel, E H Treasure)	N Rela Cyel (H I Enemy), Kilanda Isle (A Barrel, E H Treasure)
Magical Weapon	45	22	225	-	Magic Wand	Elfin Bow	Magical Hammer	Tree Branch x 3	Odd Angled Eye x 2	-	1 Rela Cyel (E Treasure, I Enemy), Sinners' Isle (D H Treasure)	N Rela Cyel (E Treasure, I Enemy), Kilanda Isle (D H Treasure)
Vicarious Wpn.	60	30	275	Defender	-	Hero's Bow	-	Iron x 3	Mu Nose x 2	Lizard Scale x 2	1 Sinners' Isle (E H Treasure, F Barrel, I Enemy)	N Kilanda Isle (E H Treasure, F Barrel, I Enemy)
Angel's Weapon	-	27	250	-	Angel's Staff	Angel's Bow	Angel's Spoon	Bone x 2	Seraph Dust x 1	Garuda Feather x 1	1 Sinners' Isle (D I Treasure, D H Enemy)	N Kilanda Isle (D I Treasure, D H Enemy)
Master's Weapon	75	37	300	Zantetsu	Staff of Skills	Hunter's Bow	-	Steel x 1	Red Stone x 1	Blue Stone x 1	1 ??? (F Treasure, H Enemy), Rela Cyel Past (F Treasure)	N Shadowland (F Treasure, H Enemy), F Rela Cyel Past (Treasure)
Silver Weapon	70	35	350	-	-	Silver Bow	Silver Ladle	Silver x 1	Iron x 1	Tree Branch x 1	1 ??? (C E H Enemy), Rela Cyel Past (F Treasure)	N Shadowland (D Barrel, E H Enemy), Rela Cyel Past (F Treasure)
Mythril Weapon	100	50	475	Mythril Sword	-	Mythril Bow	Mythril Ladle	Mythril x 1	Diamond x 1	-	1 Rela Cyel Past (F Treasure, I K Enemy), Crystal Temple (B Q Enemy, D Treasure)	N Rela Cyel Past (F Treasure, I K Enemy), Crystal Temple (B Q Enemy, D Treasure)
Relic Weapon	-	100	600	Ancient Sword	Ancient Staff	-	-	Copper x 10	Ancient Scale x 1	-	1 Rela Cyel Past (F Treasure, K Enemy), Crystal Temple (B F Q Enemy)	N Rela Cyel Past (F Treasure, K Enemy), Crystal Temple (B F Q Enemy)
Dark Weapon	-	200	666	Dark Blade	Dark Staff	Dark Bow	Dark Spoon	Mythril x 1	Dark Orb x 2	-	1 Crystal Temple (F O Q Enemy, H Treasure, K Barrel), dropped by Lunite Temple bosses Angry Flower, Behemoth, Zu, and Dragon.	N Crystal Temple (I O Q Treasure, D Enemy, K Barrel)
Celestial Wpn.	-	250	800	Light Blade	Light Staff	Eden's Bow	Eden's Spoon	Orichalcum x 1	Holy Garb x 2	-	1 Crystal Temple (D Treasure, I O Q Enemy, K Barrel), dropped by Lunite Temple bosses Angry Flower, Behemoth, Zu, and Dragon.	N Crystal Temple (F O Q Treasure, H Enemy, K Barrel)
Strongman Wpn.	120	60	1000	Colossus Blade	-	Bravery Bow	Hell's Spoon	Orichalcum x 1	Garnet x 5	-	23 Hill Caves (I K Enemy)	HH Valley of Heroes (I K Enemy)
Breezy Weapon	-	60	975	Feather Saber	-	Aeolian Bow	-	Mythril x 3	Garuda Talon x 1	-	23 Hill Caves (G I Enemy)	HH Valley of Heroes (G I Enemy)
Night Sky Wpn.	-	57	1025	-	Stardust Staff	-	Meteor Mace	Mythril x 3	Meteorite x 1	-	23 Hill Caves (G I Enemy)	HH Valley of Heroes (G I Enemy)
Knight's Weapon	150	75	1250	Guardian	-	Ballista	-	Mythril x 3	Lizard Crest x 1	-	23 Old Town (C F Treasure, G H I Enemy)	HH Old Town (C F Treasure, G H I Enemy)
Sun's Weapon	135	67	1250	-	Sun Staff	-	Sun Mace	Mythril x 3	Gold x 3	Oak Branch x 2	23 Old Town (C F Treasure, D H Enemy)	HH Old Town (C F Treasure, D H Enemy)
Noble's Weapon	-	87	1500	Kotetsu	Sage's Staff	Wolf's Bow	Jester's Spoon	Steel x 1	Mythril x 2	Red Stone x 2	23 Mount Vaal (B Treasure, D G Enemy)	HH Mount Vaal (B Treasure, D G Enemy)
Exorcist's Wpn.	-	100	1400	-	Holy Staff	Exorcist Bow	Silver Mace	Silver x 3	Holy Orb x 1	Oak Branch x 1	23 Mount Vaal (G I L Enemy)	HH Mount Vaal (G I L Enemy)
Legendary Wpn.	-	250	2000	Legendary Sword	Moon Staff	Abyss Killer	-	Copper x 10	Ancient Scale x 2	-	23 Abyssus Forest (C D Treasure, D K M Enemy)	HH Abyssus Forest (C D Treasure, D K M Enemy)
Wooden Weapon	-	90	2200	-	Yew Staff	Yew Bow	Yew Hammer	Yew Branch x 2	Moogle Plant x 5	-	23 Abyssus Forest (C D Treasure, D K M Enemy)	HH Abyssus Forest (C D Treasure, D K M Enemy)
Fire God's Wpn.	-	105	2500	Fire Edge	Svarog's Staff	Svarog's Bow	-	Mythril x 5	Red Stone x 3	Red Orb x 1	23 Abyssus Forest (B H L Enemy, D Treasure)	HH Abyssus Forest (B H L Enemy, D Treasure)
Low Temp Wpn.	-	105	2500	Blizzard Edge	Blizzard Staff	-	-	Mythril x 5	Blue Stone x 3	Blue Orb x 1	23 Abyssus Forest (B H L Enemy, D Treasure)	HH Abyssus Forest (B H L Enemy, D Treasure)
Golden Weapon	-	105	2500	Golden Hatchet	Golden Staff	Golden Mace	-	Gold x 5	Yellow Stone x 3	Yellow Orb x 1	23 Abyssus Forest (B H L Enemy, D Treasure)	HH Abyssus Forest (B H L Enemy, D Treasure)
Crystalline Wpn.	-	100	3000	Crystal Sword	Crystal Rod	Crystal Bow	Crystal Ladle	Mythril x 5	Crystal x 2	Moogle Plant x 5	23 Rela Cyel (A Barrel, C I Enemy)	HH Rela Cyel (A Barrel, C I Enemy)
Branded Weapon	-	112	2850	Rune Saber	Rune Wand	-	Rune Spoon	Mythril x 3	Magic Sphere x 2	Odd Angled Eye x 2	23 Rela Cyel (A Barrel, C I Enemy)	HH Rela Cyel (A Barrel, C I Enemy)
Foreign Weapon	-	250	3250	Masamune	-	Yoichi's Bow	Longinus's Spoon	Steel x 2	Orichalcum x 1	Red Orb x 2	23 Sinners' Isle (C F Enemy, E H Treasure)	HH Kilanda Isle (C F Enemy, E H Treasure)
Cursed Weapon	-	370	3500	Muramasa	Chaos Staff	Chaos Bow	Surprise Hammer	Steel x 3	Meteorite x 2	Bloodied Rag x 1	23 Sinners' Isle (C F I Enemy, H Treasure)	HH Kilanda Isle (C F I Enemy, H Treasure)
Underworld Wpn.	-	500	4000	Deathbringer	Death Staff	Fallen Angel Bow	Demon's Spoon	Abyssian x 1	Dark Orb x 5	-	23 ??? (B F H Enemy, C Treasure)	HH Shadowland (B F H Enemy, C Treasure)
Conqueror Wpn.	-	750	4500	Excalibur	-	-	King's Spoon	Mythril x 3	Meteorite x 1	Holy Orb x 3	23 ??? (B F H Enemy, F Treasure)	HH Shadowland (B F H Enemy, F Treasure)
Destructive Wpn.	-	1000	4750	-	Judgment Staff	Doom Cannon	Apocaladle	Ultimite x 1	Abyssian x 1	-	23 Rela Cyel Past (A C Treasure, I K Enemy), Crystal Temple (B Enemy)	HH Rela Cyel Past (A C Treasure, I K Enemy), Crystal Temple (B Enemy)
Götterdämmerung	-	1000	5000	Ragnarok	-	-	-	Ultimite x 2	Abyssian x 1	Old Sword x 1	23 Rela Cyel Past (A C Treasure, I K Enemy)	HH Rela Cyel Past (A C Treasure, I K Enemy)
Housepet's Wpn.	-	1000	5000	-	Kitty Staff	-	-	Moogle Plant x 20	Yew Branch x 1	Feline Spirit x 1	23 Crystal Temple (C I Q Enemy, C H Treasure, K Barrel), dropped by Lunite Temple boss Angry Flower.	HH Crystal Temple (C I Q Enemy, C H Treasure, K Barrel)
Bestest Ladle	-	1000	5000	-	-	-	Ladle of Ladles	Orichalcum x 2	Meteorite x 1	Yew Branch x 2	23 Crystal Temple (C I Q Enemy, C H Treasure, K Barrel), dropped by Lunite Temple boss Behemoth.	HH Crystal Temple (C I Q Enemy, C H Treasure, K Barrel)
Lil' Yella Fella	-	1000	5000	-	-	Chocobow	-	Moogle Plant x 20	Yellow Feather x 1	Yew Branch x 2	23 Crystal Temple (C I Q Enemy, C H Treasure, K Barrel), dropped by Lunite Temple boss Zu.	HH Crystal Temple (C I Q Enemy, C H Treasure, K Barrel)

HEAD ARMOR

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIAL 1	MATERIAL 2	MATERIAL 3	STORY MODE	MULTIPLAY
Bronze Helmet	10	5	20	Bronze Helm	Copper x 1	-	-	-	N Valley of Heroes (G J Enemy), Old Town (G Enemy)
Green Headwear	10	5	10	Green Hat	Leather x 1	Silk x 1	Green Fay Dust x 1	1 Mount Vaal (B C Treasure)	N Valley of Heroes (G J Enemy), Old Town (C H Enemy), Mount Vaal (B C Treasure)
Secret Disguise	-	5	15	Hero Mask	Silk x 1	-	-	1 Mount Vaal (B C Treasure)	N Valley of Heroes (G J Enemy), Old Town (C H Enemy), Mount Vaal (B C Treasure)
Iron Helmet	20	10	30	Iron Helm	Iron x 1	-	-	1 Mount Vaal (H Treasure, L I Enemy), Abyssus Forest (K Treasure)	N Mount Vaal (H Treasure, L I Enemy), Abyssus Forest (K Treasure)
Red Headwear	15	7	20	Red Hat	Leather x 1	Silk x 1	Red Fay Dust x 1	1 Mount Vaal (B C Treasure, G I J L Enemy)	N Old Town (A C D G H I Enemy), Mount Vaal (B C Treasure, G I J L Enemy)
Blue Headwear	15	7	20	Blue Hat	Leather x 1	Silk x 1	Blue Fay Dust x 1	1 Mount Vaal (B C Treasure, G I J L Enemy)	N Old Town (A C D G H I Enemy), Mount Vaal (B C Treasure, G I J L Enemy)
Dragonlike Helm	25	12	45	Dragoon Sallet	Iron x 1	Lizard Crest x 1	Behemoth Claw x 1	1 Abyssus Forest (B D K L Treasure, C Barrel, M Enemy), Rela Cyel (C Treasure)	N Abyssus Forest (B D K Treasure, C Barrel, M Enemy), Rela Cyel (D Treasure)
Magic Headwear	20	10	30	Black Mage Hood	Mu Fur x 2	Magic Stone x 1	-	1 Abyssus Forest (B D K L Treasure, C Barrel, M Enemy), Rela Cyel (C Treasure)	N Abyssus Forest (B D K Treasure, C Barrel, M Enemy), Rela Cyel (D Treasure)
Cozy Headwear	20	10	30	White Mage Hood	Mu Fur x 2	White Dust x 1	-	1 Abyssus Forest (B D K L Treasure, C Barrel, M Enemy), Rela Cyel (C Treasure)	N Abyssus Forest (B D K Treasure, C Barrel, M Enemy), Rela Cyel (D Treasure)
Cute Kitty Hat	-	10	25	Pastel Cat Hood	Mu Fur x 2	Curious Petal x 1	-	1 Abyssus Forest (B D L Treasure, C Barrel, M Enemy)	N Abyssus Forest (B D I Treasure, C Barrel, M Enemy)
Knight's Helmet	30	15	50	Knight Helm	Iron x 2	Garnet x 1	-	1 Rela Cyel (C E Treasure, I Enemy), Sinners' Isle (H Treasure)	N Rela Cyel (C E Treasure, I Enemy), Kilanda Isle (H Treasure)
Fire Hat	30	15	40	Orange Cone Hat	Silk x 1	Red Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, I Enemy)	N Rela Cyel (E Treasure, I Enemy)
Ice Hat	30	15	40	Blue Cone Hat	Silk x 1	Blue Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, I Enemy)	N Rela Cyel (E Treasure, I Enemy)
Thunder Hat	30	15	40	Yellow Cone Hat	Silk x 1	Yellow Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, I Enemy)	N Rela Cyel (E Treasure, I Enemy)

Head Armor Continued

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIAL 1	MATERIAL 2	MATERIAL 3	STORY MODE	MULTIPLAY
Dragonish Helm	55	27	65	Dragon Sallet	Iron x 2	Sahagin Fin x 2	Dragon Scale x 1	1 Sinners' Isle (C Treasure, D H Barrel, I Enemy), ??? (B Barrel)	N Kilanda Isle (C Treasure, D H Barrel, I Enemy), Shadowland (B Barrel)
Anti-heat Helmet	-	27	70	Flame Sallet	Iron x 2	Flan Goop x 1	Red Stone x 1	1 Sinners' Isle (C H Treasure, H Barrel, I Enemy), ??? (B Barrel)	N Kilanda Isle (C H Treasure, H Barrel, I Enemy), Shadowland (B Barrel)
Anti-cold Helmet	-	27	70	Frost Helm	Iron x 2	Flan Goop x 1	Blue Stone x 1	1 Sinners' Isle (C H Treasure, H Barrel, I Enemy), ??? (B Barrel)	N Kilanda Isle (C H Treasure, H Barrel, I Enemy), Shadowland (B Barrel)
Robber's Rag	-	20	50	Bandit Bandana	Silk x 1	Bone x 1	-	1 Sinners' Isle (C Treasure)	N Kilanda Isle (B Treasure)
Princess Insignia	-	25	100	Princess's Tiara	Mythril x 1	Curious Petal x 5	-	1 Sinners' Isle (C Treasure)	N Kilanda Isle (B Treasure)
Skeletal Mask	-	22	60	Skull Mask	Skull x 1	Mu Nose x 1	-	1 Sinners' Isle (D H Barrel), ??? (C Treasure, E Enemy), Rela Cyel Past (C Treasure)	N Kilanda Isle (D H Barrel), Shadowland (C Treasure, E Enemy), Rela Cyel Past (C Treasure)
Samurai Helmet	65	32	80	Warrior Sallet	Steel x 1	Garnet x 1	-	1 ??? (B Barrel, D Treasure, H Enemy)	N Shadowland (B Barrel, D Treasure, H Enemy)
Floral Hair Tie	-	25	70	Flower Barrettes	Curious Petal x 2	Gold x 1	-	1 ??? (C D Treasure, E H Enemy)	N Shadowland (C D Treasure, E H Enemy)
Mythril Sallet	80	40	100	Mythril Helm	Mythril x 1	Flan Goop x 1	-	1 Rela Cyel Past (F G Treasure, I Barrel), Crystal Temple (B Enemy, D Treasure)	N Rela Cyel Past (F G Treasure, I Barrel), Crystal Temple (B Enemy, D Treasure)
Black Headband	-	35	85	Ninja Headgear	Silk x 2	Dark Dust x 1	-	1 Rela Cyel Past (F G Treasure, I Barrel), Crystal Temple (B F Enemy)	N Rela Cyel Past (F G Treasure, I Barrel), Crystal Temple (B F Enemy)
Striped Cloth	-	32	85	Striped Doo-Rag	Fine Silk x 1	Red Fay Dust x 5	Blue Fay Dust x 5	-	N Rela Cyel Past (C H Treasure)
Lamia's Allure	-	35	100	Lamia Hairclip	Mythril x 1	Diamond x 1	-	-	N Rela Cyel Past (C H Treasure)
Scary Mask	-	37	99	Cursed Mask	Skull x 1	Mu Nose x 1	Dark Orb x 1	1 Rela Cyel Past (C F G Treasure, I Barrel, K Enemy), Crystal Temple (B F enemy)	N Rela Cyel Past (C F G Treasure, I Barrel, K Enemy), Crystal Temple (B F Enemy)
Templar Helmet	-	50	120	Paladin Helm	Orichalcum x 1	Steel x 1	Meteorite x 1	1 Crystal Temple (D Treasure, K Barrel, O Q Enemy), dropped by Lunite Temple boss Dragon	N Crystal Temple (D Treasure. K Barrel, O Q Enemy,)
Amphibian Head	-	50	120	Frog Hood	Sahagin Fin x 2	Flan Goop x 2	-	1 Crystal Temple (D Treasure, K Barrel, O Q Enemy), dropped by Lunite Temple boss Dragon	N Crystal Temple (D Treasure. K Barrel, O Q Enemy,)
Sailing Headwear	-	50	120	Pirate Hat	Mythril Silk x 1	Ancient Scale x 1	-	1 Crystal Temple (F O Q Enemy, K Barrel), dropped by Lunite Temple boss Zu	N Crystal Temple (F O Q Treasure, K Barrel)
Hellish Cap	-	50	120	Wizard Hat	Mythril Silk x 1	Dark Orb x 1	Magic Sphere x 1	1 Crystal Temple (F O Q Enemy, K Barrel), dropped by Lunite Temple boss Angry Flower	N Crystal Temple (F O Q Treasure, K Barrel)
Best Bronze Helm	115	57	250	Bronze Sallet	Copper x 2	Flan Goop x 1	-	23 Hill Caves (D Enemy, G Treasure)	HH Valley of Heroes (D Enemy, G Treasure)
Sturdy Green Hat	110	55	200	Green Cap	Fine Leather x 1	Fine Silk x 1	Green Fay Dust x 2	23 Hill Caves (E Treasure, I Enemy)	HH Valley of Heroes (E Treasure, I Enemy)
Dark Kitty Hat	105	52	210	Black Cat Hood	Mu Fur x 5	Curious Petal x 2	Dark Dust x 1	23 Hill Caves (E Treasure, I K Enemy)	HH Valley of Heroes (E Treasure, I K Enemy)
Dashing Disguise	100	50	180	Daredevil Mask	Mythril Silk x 1	-	-	23 Hill Caves (D Enemy, G Treasure)	HH Valley of Heroes (D Enemy, G Treasure)
Finest Iron Helm	130	65	300	Iron Casque	Iron x 2	Flan Goop x 1	-	23 Old Town (H I Treasure)	HH Old Town (H I Treasure)
Sturdy Red Hat	120	60	280	Red Cap	Fine Leather x 1	Fine Silk x 1	Red Fay Dust x 2	23 Old Town (A Treasure, D H Enemy)	HH Old Town (A Treasure, D H Enemy)
Sturdy Blue Hat	120	60	280	Blue Cap	Fine Leather x 1	Fine Silk x 1	Blue Fay Dust x 2	23 Old Town (D G H Enemy)	HH Old Town (D G H Enemy)
Safety Helmet	-	62	320	Hard Hat	Mythril x 1	Yew Branch x 1	Chimera Blood x 1	23 Mount Vaal (J L Enemy)	HH Mount Vaal (J L Enemy)
Dracolord Helm	150	75	410	Legioner Sallet	Orichalcum x 1	Lizard Crest x 3	Behemoth Claw x 1	23 Mount Vaal (L I Enemy)	HH Mount Vaal (L I Enemy)
Battle Helmet	-	72	400	Army Helmet	Copper x 5	Flan Goop x 3	Behemoth Claw x 1	23 Mount Vaal (C Treasure)	HH Mount Vaal (C Treasure)
Enchanted Hat	140	70	390	Sage's Hat	Mu Fur x 5	Magic Sphere x 2	-	23 Mount Vaal (B Treasure, C D G Enemy)	HH Mount Vaal (B Treasure, C D G Enemy)
Mercy Headwear	140	70	390	Cleric's Hood	Mu Fur x 5	Holy Orb x 2	Moogle Plant x 2	23 Mount Vaal (B Treasure, C D G Enemy)	HH Mount Vaal (B Treasure, C D G Enemy)
Best Knight Helm	200	100	550	Knight Visor	Orichalcum x 1	Garnet x 3	Sahagin Fin x 2	23 Abyssus Forest (B E K Treasure, J L M Enemy)	HH Abyssus Forest (B E K Treasure, J L M Enemy)
Chic Fire Hat	180	90	530	Orange Magic Hat	Fine Silk x 1	Red Fay Dust x 2	Odd Angled Eye x 2	23 Abyssus Forest (B C Enemy, F J Treasure)	HH Abyssus Forest (B C Enemy, F J Treasure)
Chic Ice Hat	180	90	530	Blue Magic Hat	Fine Silk x 1	Blue Fay Dust x 2	Odd Angled Eye x 2	23 Abyssus Forest (B C Enemy, F J Treasure)	HH Abyssus Forest (B C Enemy, F J Treasure)
Chic Thunder Hat	180	90	530	Yellow Magic Hat	Fine Silk x 1	Yellow Fay Dust x 2	Odd Angled Eye x 2	23 Abyssus Forest (B C Enemy, F J Treasure)	HH Abyssus Forest (B C Enemy, F J Treasure)
Officer's Cap	190	95	570	Navy Cap	Fine Leather x 2	Fine Silk x 2	Garuda Feather x 1	23 Abyssus Forest (B E L Treasure, J L Enemy)	HH Abyssus Forest (B E L Treasure, J L Enemy)
Dragon God Helm	275	137	750	Wyvern Sallet	Orichalcum x 1	Sahagin Fin x 2	Dragon Horn x 1	23 Rela Cyel (C Treasure, D G Enemy)	HH Rela Cyel (C Treasure, D G Enemy)
Heat-hating Helm	-	137	800	Svarog's Sallet	Mythril x 2	Flan Goop x 2	Red Orb x 2	23 Rela Cyel (B Treasure, B H Enemy)	HH Rela Cyel (B Treasure, B H Enemy)
Frost-free Helm	-	137	800	Frost Visor	Mythril x 2	Flan Goop x 2	Blue Orb x 2	23 Rela Cyel (B Treasure, B H Enemy)	HH Rela Cyel (B Treasure, B H Enemy)
Thief Headwrap	-	125	700	Crook's Kerchief	Fine Silk x 2	Bone x 5	-	23 Rela Cyel (B D H Enemy, E Treasure)	HH Rela Cyel (B D H Enemy, E Treasure)
Ash Kitty Hat	-	130	1000	Gray Cat Hood	Mu Fur x 10	Curious Petal x 2	Gold x 1	23 Rela Cyel (B D H Enemy, E Treasure)	HH Rela Cyel (B D H Enemy, E Treasure)
Queen's Insignia	-	250	1200	Queen's Diadem	Crystal x 1	Orichalcum x 1	-	23 Rela Cyel (C Treasure, D Enemy)	HH Rela Cyel (C Treasure, D Enemy)
Explosive Mask	-	135	900	Bomb Mask	Red Stone x 10	Blue Stone x 10	Yellow Stone x 10	23 Rela Cyel (A Enemy)	HH Rela Cyel (A Enemy)

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIAL 1	MATERIAL 2	MATERIAL 3	STORY MODE	MULTIPLAY
Feudal Lord Helm	300	150	1000	Shogun Sallet	Steel x 2	Orichalcum x 1	-	23 Sinners' Isle (B D E I Enemy, C E Treasure)	HH Kilanda Isle (B D E I Enemy, C E Treasure)
Durable Helmet	-	175	1200	Giant's Sallet	Orichalcum x 1	Meteorite x 1	-	23 Sinners' Isle (B D E Enemy, D E H Treasure)	HH Kilanda Isle (B D E Enemy, D E H Treasure)
Fire & Ice Hat	-	140	1100	Purple Magic Hat	Fine Silk x 2	Red Orb x 2	Blue Orb x 2	23 Sinners' Isle (D E F Enemy)	HH Kilanda Isle (D E F Enemy)
Time Warp Hat	-	140	1100	Pink Magic Hat	Fine Silk x 2	Yellow Orb x 2	Green Orb x 2	23 Sinners' Isle (D E F Enemy)	HH Kilanda Isle (D E F Enemy)
Cosmic Hair Tie	-	200	975	Star Barrettes	Meteorite x 1	Curious Petal x 2	Silver x 5	23 Sinners' Isle (B D E I Enemy, C E Treasure)	HH Kilanda Isle (B D E I Enemy, C E Treasure)
Wild Thing Helm	-	150	1050	Fauna Sallet	Mu Fur x 15	Curious Petal x 2	Behemoth Claw x 1	2 Sinners' Isle (B D E I Enemy, B E Treasure)	H Kilanda Isle (B D E I Enemy, B E Treasure)
Top Mythril Hat	500	250	1250	Mythril Casque	Mythril x 2	Flan Goop x 2	-	23 ??? (D E H Enemy)	HH Shadowland (D E H Enemy)
Sneaky Headwear	-	240	1200	Stealth Headgear	Fine Silk x 2	Dark Dust x 5	-	23 ??? (D E H Enemy)	HH Shadowland (D E H Enemy)
Nymph's Allure	-	250	1150	Siren Hairclip	Orichalcum x 1	Diamond x 1	-	23 ??? (D E Enemy)	HH Shadowland (D E Enemy)
One-eyed Mask	-	225	1300	Ahriman Mask	Executioner's Mask x 1	Scorpion Eye x 1	Magic Sphere x 2	23 ??? (D E Enemy)	HH Shadowland (D E Enemy)
Ogre's Helmet	-	375	1750	Fiend's Sallet	Steel x 3	Orichalcum x 3	-	23 Rela Cyel (A F G H Treasure, B C I K Enemy)	HH Rela Cyel (A F G H Treasure, B C I K Enemy)
Lined Head Cover	-	300	1500	Striped Kerchief	Fine Silk x 2	Red Fay Dust x 5	Blue Fay Dust x 5	23 Rela Cyel (A F G H Treasure, B C I Enemy)	HH Rela Cyel (A F G H Treasure, B C I Enemy)
Room Service Cap	-	1000	1800	Maid's Headband	Diamond x 1	Orichalcum x 1	Moogle Plant x 10	23 Rela Cyel (A F G H Treasure, B C I Enemy)	HH Rela Cyel (A F G H Treasure, B C I Enemy)
Monarch's Helm	-	500	2500	Lord's Helm	Ultimite x 1	Steel x 5	Meteorite x 1	23 Crystal Temple (C D Treasure, F G O Q Enemy, K Barrel), dropped by Lunite Temple boss Dragon	HH Crystal Temple (C D Treasure, F G O Q Enemy, K Barrel)
Amphibian Hat	-	500	2500	Toad Hood	Sahagin Fin x 3	Flan Goop x 3	-	23 Crystal Temple (G O Enemy, K Barrel), dropped by Lunite Temple boss Behemoth	HH Crystal Temple (G O Enemy, K Barrel)
Bad Captain Hat	-	500	2500	Blackbeard Hat	Ultima Silk x 1	Ancient Scale x 2	-	23 Crystal Temple (G O Q Enemy, K Barrel), dropped by Lunite Temple boss Zu	HH Crystal Temple (G O Q Enemy, K Barrel)
Hellacious Hat	-	500	2500	Demon Hat	Ultima Silk x 1	Dark Orb x 3	Magic Sphere x 3	23 Crystal Temple (G O Q Enemy, K Barrel), dropped by Lunite Temple boss Angry Flower	HH Crystal Temple (G O Q Enemy, K Barrel)
Possessed Helmet	-	500	2800	Blk. Knight Helm	Ultimite x 1	Old Hellish Iron x 2	Behemoth Horn x 1	23 Crystal Temple (B F G O Q Enemy, C D Treasure), dropped by Lunite Temple boss Behemoth	HH Crystal Temple (B F G O Q Enemy, C D Treasure)
Helm of Darkness	-	500	2400	Dark Sallet	Ultimite x 1	Abyssian x 1	Stained Fin x 2	23 Crystal Temple (G O Enemy, K Barrel)	HH Crystal Temple (G O Enemy, K Barrel)
Funky Hairstyle	250	125	500	New You Wig	Skull x 1	Mu Fur x 3	Flan Goop x 1	-	-
Fun Fauna Hat	1000	500	2100	Creature Head	Mu Fur x 15	Skull x 1	Ultima Silk x 1	-	-

BODY ARMOR

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Hand-me-downs	10	5	40	Travel Clothes	Silk x 2	-	-	-	N Hill Caves (G J Enemy)
Bronze Lt. Armor	15	7	50	Bronze Corslet	Copper x 2	Leather x 1	-	-	N Hill Caves (G J Enemy), Old Town (D F H Enemy, H Treasure)
Rugged Clothes	10	5	40	Green Clothes	Silk x 2	Green Fay Dust x 1	-	1 Mount Vaol (C Treasure)	N Hill Caves (G J Enemy), Old Town (C G Enemy), Mount Vaol (C Treasure)
Iron Harness	20	10	65	Iron Armor	Iron x 2	-	-	1 Mount Vaol (C G Enemy, H I Treasure), Abyssus Forest (F Treasure)	N Mount Vaol (C G Enemy, H I Treasure), Abyssus Forest (F Treasure)
Not Hot Outfit	15	7	60	Red Clothes	Silk x 2	Red Fay Dust x 1	-	1 Mount Vaol (B C I Enemy, C G J L Treasure), Abyssus Forest (D Treasure)	N Old Town (C D F G H I Enemy, H Treasure), Mount Vaol (B C I Treasure, C G J L Enemy), Abyssus Forest (D Treasure)
Not Cold Outfit	15	7	60	Blue Clothes	Silk x 2	Blue Fay Dust x 1	-	1 Mount Vaol (B C I Enemy, C G J L Treasure), Abyssus Forest (D Treasure)	N Old Town (C D F G H I Enemy, H Treasure), Mount Vaol (B C I Treasure, C G J L Enemy), Abyssus Forest (D Treasure)
Dragonlike Armor	30	15	80	Dragoon Harness	Iron x 2	Tortoise Shell x 1	-	1 Abyssus Forest (F L Treasure, M Enemy), Rela Cyel (D Treasure)	N Abyssus Forest (F L Treasure, M Enemy), Rela Cyel (D Treasure)
Magical Raiment	25	12	75	Black Mage Robe	Mu Fur x 2	Magic Stone x 1	Odd Angled Eye x 1	1 Abyssus Forest (D J K L Treasure, M Enemy), Rela Cyel (C Treasure)	N Abyssus Forest (D J K L Treasure, M Enemy), Rela Cyel (C Treasure)
Healing Raiment	25	12	75	White Mage Robe	Mu Fur x 2	Moogle Plant x 2	Odd Angled Eye x 1	1 Abyssus Forest (D J K L Treasure, M Enemy), Rela Cyel (C Treasure)	N Abyssus Forest (D J K L Treasure, M Enemy), Rela Cyel (C Treasure)
Cute Kitty Cloak	-	10	80	Pastel Fur Coat	Mu Fur x 2	Silk x 2	-	1 Abyssus Forest (L Treasure, M Enemy), Rela Cyel (E Treasure)	N Abyssus Forest (I Treasure, M Enemy), Rela Cyel (E Treasure)
Knight's Uniform	50	25	100	Knight Armor	Iron x 2	Garnet x 1	Tortoise Shell x 1	1 Rela Cyel (D Treasure, H I Enemy), Sinners' Isle (D Treasure, H Enemy)	N Rela Cyel (D Treasure, H I Enemy), Kilanda Isle (D Treasure, H Enemy)
Fiery Garb	40	20	95	Orange Outfit	Silk x 2	Red Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, H I Enemy), Sinners' Isle (C H Enemy)	N Rela Cyel (E Treasure, H I Enemy), Kilanda Isle (C H Enemy)
Icy Garb	40	20	95	Blue Outfit	Silk x 2	Blue Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, H I Enemy), Sinners' Isle (C H Enemy)	N Rela Cyel (E Treasure, H I Enemy), Kilanda Isle (C H Enemy)
Thunderous Garb	40	20	95	Yellow Outfit	Silk x 2	Yellow Fay Dust x 1	Odd Angled Eye x 1	1 Rela Cyel (E Treasure, H I Enemy), Sinners' Isle (C H Enemy)	N Rela Cyel (E Treasure, H I Enemy), Kilanda Isle (C H Enemy)
Dragonish Armor	60	30	120	Dragon Harness	Iron x 3	Tortoise Shell x 1	Dragon Scale x 1	1 Sinners' Isle (D E Treasure, H I Enemy), ??? (E Enemy)	N Kilanda Isle (D E Treasure, H I Enemy), Shadowland (E Enemy)
Silver Lt. Armor	55	27	115	Silver Corslet	Silver x 1	Leather x 2	-	1 Sinners' Isle (D E Treasure, H I Enemy)	N Kilanda Isle (D E Treasure, H I Enemy)
Anti-fire Armor	-	30	130	Flame Harness	Iron x 3	Flan Goop x 1	Red Stone x 2	1 Sinners' Isle (H Barrel, I Enemy), ??? (E Enemy)	N Kilanda Isle (H Barrel, I Enemy), Shadowland (E Enemy)
Anti-ice Armor	-	30	130	Frost Armor	Iron x 3	Flan Goop x 1	Blue Stone x 2	1 Sinners' Isle (H Barrel, I Enemy), ??? (E Enemy)	N Kilanda Isle (H Barrel, I Enemy), Shadowland (E Enemy)
Robber's Uniform	-	22	110	Bandit Clothes	Silk x 2	Bone x 4	-	1 Sinners' Isle (C H Enemy, D Treasure), ??? (C Treasure, F Enemy)	N Kilanda Isle (C H Enemy, D Treasure), Shadowland (C Treasure, F Enemy)
Samurai Armor	70	35	175	Warrior Harness	Steel x 2	Garnet x 2	-	1 ??? (E H Enemy, F Treasure), Rela Cyel Past (F G Treasure)	N Shadowland (E H Enemy, F Treasure), Rela Cyel Past (F G Treasure)
Red Ritual Garb	-	50	150	Red Novice Habit	Silk x 2	Red Fay Dust x 2	Curious Petal x 1	1 ??? (H Enemy)	N Shadowland (H Enemy)
Blue Ritual Garb	-	50	150	Blue Novice Habit	Silk x 2	Blue Fay Dust x 2	Curious Petal x 1	1 ??? (H Enemy)	N Shadowland (H Enemy)
Comfy Clothes	-	35	160	Martial Arts Gi	Iron Silk x 2	-	-	1 ??? (C F Treasure, F H Enemy), Rela Cyel Past (G Treasure)	N Shadowland (C F Treasure, F H Enemy), Rela Cyel Past (G Treasure)
Mythril Harness	80	40	215	Mythril Armor	Mythril x 2	Tortoise Shell x 2	-	1 Rela Cyel Past (F G Treasure, I Barrel, K Enemy), Crystal Temple (B Enemy, H Barrel)	N Rela Cyel Past (F G Treasure, I Barrel, K Enemy), Crystal Temple (B Enemy, H Barrel)
Black Outfit	-	37	200	Ninja Getup	Iron Silk x 2	Dark Dust x 4	-	1 Rela Cyel Past (F G Treasure, I Barrel, K Enemy), Crystal Temple (B G Enemy, H Barrel)	N Rela Cyel Past (F G Treasure, I Barrel, K Enemy), Crystal Temple (B G Enemy, H Barrel)

Body Armor Continued

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Templar's Armor	-	50	250	Paladin Armor	Orichalcum x 2	Meteorite x 1	Tortoise Shell x 2	1 Crystal Temple (H K Barrel, O Q Enemy), dropped from Lunite Temple boss Dragon	N Crystal Temple (H K Barrel, O Q Enemy)
Amphibian Body	-	50	250	Frog Costume	Sahagin Fin x 3	Flan Goop x 3	-	1 Crystal Temple (H K Barrel, O Q Enemy), dropped from Lunite Temple boss Behemoth	N Crystal Temple (H K Barrel, O Q Enemy)
Bucconeer Suit	-	50	250	Pirate Outfit	Mythril Silk x 2	Ancient Scale x 2	-	1 Crystal Temple (G O Q Enemy, K Barrel), dropped from Lunite Temple boss Zu	N Kilanda Isle (I Enemy), Crystal Temple (G O Q Enemy, K Barrel)
Hellish Raiment	-	50	250	Wizard Robe	Mythril Silk x 2	Dark Orb x 2	Magic Stone x 2	1 Crystal Temple (G O Q Enemy, K Barrel), dropped from Lunite Temple boss Angry Flower	N Crystal Temple (G O Q Enemy, K Barrel)
Savior Suit	110	55	300	Caravan Clothes	Iron Silk x 2	-	-	23 Hill Caves (F Enemy, G Treasure)	HH Valley of Heroes (F Enemy, G Treasure)
Bronze Harness	115	57	400	Bronze Armor	Copper x 3	Iron x 2	Fine Leather x 1	23 Hill Caves (G Treasure, I Enemy)	HH Valley of Heroes (G Treasure, I Enemy)
Durable Clothing	110	55	380	Green Bard Garb	Iron Silk x 2	Green Fay Dust x 2	-	23 Hill Caves (F Enemy, G Treasure)	HH Valley of Heroes (F Enemy, G Treasure)
Dark Kitty Cloak	-	55	390	Black Fur Coat	Mythril x 2	Dark Orb x 2	Magic Stone x 2	23 Hill Caves (G Treasure, I K Enemy)	HH Valley of Heroes (G Treasure, I K Enemy)
Steel Armor	150	75	520	Iron Plate	Iron x 4	Garnet x 2	Tortoise Shell x 2	23 Old Town (D I Enemy)	HH Old Town (D I Enemy)
Heat-hating Garb	130	65	500	Red Bard Garb	Iron Silk x 2	Red Fay Dust x 4	-	23 Old Town (B Treasure, C Enemy)	HH Old Town (B Treasure, C Enemy)
Frost-free Garb	130	65	500	Blue Bard Garb	Iron Silk x 2	Blue Fay Dust x 4	-	23 Old Town (B Treasure, C G Enemy)	HH Old Town (B Treasure, C G Enemy)
Dracolord Armor	200	100	650	Legioner Harness	Orichalcum x 1	Tortoise Shell x 2	-	23 Mount Vaal (I Enemy)	HH Mount Vaal (I Enemy)
Battle Uniform	-	90	625	Army Uniform	Iron Silk x 3	Flan Goop x 3	-	23 Mount Vaal (C Treasure)	HH Mount Vaal (C Treasure)
Enchanted Cloak	185	92	600	Sage's Robe	M Fur x 8	Magic Sphere x 2	Odd Angled Eye x 2	23 Mount Vaal (B Treasure, C D G Enemy)	HH Mount Vaal (B Treasure, C D G Enemy)
Mercy Raiment	185	92	600	Cleric's Robe	Mu Fur x 8	Holy Orb x 2	Odd Angled Eye x 2	23 Mount Vaal (B Treasure, C D G Enemy)	HH Mount Vaal (B Treasure, C D G Enemy)
Knight Lt. Armor	300	150	850	Knight Plate	Orichalcum x 1	Garnet x 4	Tortoise Shell x 2	23 Abyssus Forest (B K Treasure, D J M Enemy)	HH Abyssus Forest (B K Treasure, D J M Enemy)
Fiery Garment	285	142	900	Orange Robe	Fine Silk x 2	Red Fay Dust x 5	Odd Angled Eye x 2	23 Abyssus Forest (C H Enemy, F J L Treasure)	HH Abyssus Forest (C H Enemy, F J L Treasure)
Icy Garment	285	142	900	Blue Robe	Fine Silk x 2	Blue Fay Dust x 5	Odd Angled Eye x 2	23 Abyssus Forest (C H Enemy, F J L Treasure)	HH Abyssus Forest (C H Enemy, F J L Treasure)
Electric Garment	285	142	900	Yellow Robe	Fine Silk x 2	Yellow Fay Dust x 5	Odd Angled Eye x 2	23 Abyssus Forest (C H Enemy, F J L Treasure)	HH Abyssus Forest (C H Enemy, F J L Treasure)
Midshipman Garb	-	145	830	Navy Uniform	Mythril Silk x 2	Fine Leather x 2	Garuda Feather x 1	23 Abyssus Forest (B L Treasure, D J Enemy)	HH Abyssus Forest (B L Treasure, D J Enemy)
Dragon God Armor	400	200	1100	Wyvern Harness	Orichalcum x 1	Tortoise Shell x 3	Dragon Horn x 1	23 Rela Cyel (D E H I Enemy, E Treasure)	HH Rela Cyel (D E H I Enemy, E Treasure)
Silver Armor	380	190	1000	Silver Armor	Silver x 5	Mythril x 2	Fine Leather x 1	23 Rela Cyel (D E H Enemy, E Treasure)	HH Rela Cyel (D E H Enemy, E Treasure)
Fireproof Armor	-	200	1200	Svarog's Harness	Mythril x 5	Flan Goop x 2	Red Orb x 2	23 Rela Cyel (E H Enemy)	HH Rela Cyel (E H Enemy)
Sub-zero Armor	-	200	1200	Frost Plate	Mythril x 5	Flan Goop x 2	Blue Orb x 2	23 Rela Cyel (E H Enemy)	HH Rela Cyel (E H Enemy)
Thief's Uniform	-	175	950	Crook's Clothes	Fine Silk x 2	Bone x 5	-	23 Rela Cyel (B Treasure, D Enemy)	HH Rela Cyel (B Treasure, D Enemy)
Ash Kitty Cloak	-	187	1050	Gray Fur Coat	Mu Fur x 10	Yellow Fay Dust x 5	Green Fay Dust x 5	23 Rela Cyel (B Treasure, D Enemy)	HH Rela Cyel (B Treasure, D Enemy)
Combat Armor	500	250	1500	Shogun Harness	Steel x 4	Orichalcum x 1	Garuda Talon x 1	23 Sinners' Isle (B C D E I Enemy, C Treasure)	HH Kilanda Isle (B C D E I Enemy, C Treasure)
Durable Armor	-	260	1800	Giant's Harness	Orichalcum x 2	Meteorite x 1	Tortoise Shell x 2	23 Sinners' Isle (D H Treasure)	HH Kilanda Isle (D H Treasure)
Fire & Ice Cloak	-	242	1400	Purple Robe	Fine Silk x 3	Red Orb x 3	Blue Orb x 3	23 Sinners' Isle (D E F Enemy)	HH Kilanda Isle (D E [F Enemy)
Time Warp Cloak	-	242	1400	Pink Robe	Fine Silk x 3	Yellow Orb x 3	Green Orb x 3	23 Sinners' Isle (D E F Enemy)	HH Kilanda Isle (D E [F Enemy)
Activewear	-	250	1000	Fighting Gear	Mythril Silk x 5	-	-	23 Sinners' Isle (B C D E I Enemy, D Treasure)	HH Kilanda Isle (B C D E I Enemy, D Treasure)
Mythril Armor	700	350	2500	Mythril Plate	Mythril x 5	Orichalcum x 1	Tortoise Shell x 2	23 ??? (D F H Enemy, F Treasure)	HH Shadowland (D F H Enemy, F Treasure)
Sneaky Garb	-	325	1000	Stealth Getup	Mythril Silk x 3	Dark Dust x 5	Bloodied Rag x 1	23 ??? (C Treasure, D F H Enemy)	HH Shadowland (C Treasure, D F H Enemy)
Ogre's Armor	-	425	3000	Fiend's Harness	Steel x 5	Orichalcum x 1	Bloodied Rag x 1	23 Rela Cyel Past (A G Treasure, B F G Enemy)	HH Rela Cyel Past (A G Treasure, B F G Enemy)
Grand Raiment	-	400	2800	Earth Robe	Mu Fur x 15	Green Fay Dust x 15	Moogle Plant x 10	23 Rela Cyel Past (A F G H Treasure, B F G Enemy)	HH Rela Cyel Past (A F G H Treasure, B F G Enemy)
Royal Raiment	-	450	3500	Monarch's Robe	Mu Fur x 15	Ultima Silk x 1	Magic Sphere x 2	23 Rela Cyel Past (A F G H Treasure, B F G Enemy)	HH Rela Cyel Past (A F G H Treasure, B F G Enemy)
Rm. Service Suit	-	1000	3750	Maid Outfit	Fine Silk x 5	Dark Dust x 15	White Dust x 15	23 Rela Cyel Past (C F H Treasure, K Enemy)	HH Rela Cyel Past (F G H Treasure, K Enemy)
Sea Service Suit	-	1000	3750	Sailor Outfit	Fine Silk x 5	Mythril Silk x 3	White Dust x 20	23 Rela Cyel Past (C F H Treasure, K Enemy)	HH Rela Cyel Past (F G H Treasure, K Enemy)
Royal Hvy. Armor	-	600	4200	Lord's Plate	Ultimite x 2	Meteorite x 2	Tortoise Shell x 3	23 Crystal Temple (D Treasure, F G O Q Enemy, K Barrel), dropped from Lunite Temple boss Dragon	HH Crystal Temple (D Treasure, F G O Q Enemy), K Barrel)
Amphibian Suit	-	600	4200	Toad Costume	Sahagin Fin x 5	Flan Goop x 5	-	23 Crystal Temple (I K Enemy, K Barrel), dropped from Lunite Temple boss Behemoth	HH Crystal Temple (I K Enemy, K Barrel)
Sea Captain Coat	-	600	4200	Blackbeard Garb	Ultima Silk x 2	Ancient Scales x 2	-	23 Crystal Temple (I K Q Enemy, K Barrel), dropped from Lunite Temple boss Zu	HH Crystal Temple (I K Q Enemy, K Barrel)
Hellacious Cloak	-	600	4200	Demon Robe	Ultima Silk x 2	Dark Orb x 5	Magic Sphere x 5	23 Crystal Temple (I K Q Enemy, K Barrel), dropped from Lunite Temple boss Angry Flower	HH Crystal Temple (I K Q Enemy, K Barrel)
Possessed Armor	-	600	4500	Blk. Knight Plate	Ultimite x 2	Old Hellish Iron x 4	Behemoth Horn x 1	23 Crystal Temple (B I K Q Enemy, K Barrel), dropped from Lunite Temple boss Behemoth	HH Crystal Temple (B I K Q Enemy, K Barrel)
Garment of Hope	-	750	4120	Victory Clothes	Ultima Silk x 4	-	-	23 Crystal Temple (D Treasure, F G O Enemy, K Barrel)	HH Crystal Temple (D Treasure, F G O Enemy, K Barrel)
Garb of Darkness	-	600	4200	Dark Harness	Ultimite x 2	Abyssian x 2	Stained Fin x 5	23 Crystal Temple (D Treasure, F G O Enemy, K Barrel)	HH Crystal Temple (D Treasure, F G O Enemy, K Barrel)
Formal Fashion	250	125	300	Tuxedo	Mythril Silk x 5	-	-	-	-
Fun Fauna Body	1000	500	5000	Creature Suit	Ultima Silk x 4	Fine Leather x 4	-	-	-

ACCESSORIES

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIALS 1	MATERIALS 2	MATERIALS 3	STORY MODE	MULTIPLAY
Band of Strength	100	50	100	Power Ring	Bone x 1	Lizard Scale x 1	-	1 Abyssus Forest (B F I J Treasure, G D Barrel), Sinners' Isle (D H Enemy), 23 River Belle (A Enemy, A Treasure)	N Abyssus Forest (B F I J Treasure, G D Barrel), Kilanda Isle (D H Enemy), HH River Belle (A Enemy, A Treasure)
Band of Mystique	100	50	100	Magic Ring	Bone x 1	Odd Angled Eye x 1	-	1 Abyssus Forest (B F I J Treasure, G D Barrel), Sinners' Isle (D H Enemy), 23 River Belle (A Enemy, A Treasure)	N Abyssus Forest (B F I J Treasure, G D Barrel), Kilanda Isle (D H Enemy), HH River Belle (A Enemy, A Treasure)
Band of Security	100	50	100	Guard Ring	Bone x 1	Scorpion Shell x 1	-	1 Abyssus Forest (B F I J Treasure, G D Barrel), Sinners' Isle (D H Enemy), 23 River Belle (A Enemy, A Treasure)	N Abyssus Forest (B F I J Treasure, G D Barrel), Kilanda Isle (D H Enemy), HH River Belle (A Enemy, A Treasure)
Band of Rebirth	100	50	100	Life Ring	Bone x 1	Moogle Plant x 1	-	1 Rela Cyel (D Enemy), Sinners' Isle (G Barrel, D Enemy), ??? (B Barrel), 23 River Belle (A Enemy)	N Rela Cyel (A Treasure), Kilanda Isle (G Barrel, D Enemy), HH River Belle (A Enemy)
Band of Abilities	100	50	100	Skill Ring	Bone x 1	Unknown Seed x 1	-	1 Rela Cyel (D Enemy), Sinners' Isle (G Barrel, D Enemy), ??? (B Barrel), 23 River Belle (A Enemy)	N Rela Cyel (A Treasure), Kilanda Isle (G Barrel, D Enemy), HH River Belle (A Enemy)
Reddish Emblem	200	100	250	Flame Badge	Silver x 1	Red Fay Dust x 1	-	1 Rela Cyel (A Enemy), Sinners' Isle (G Barrel), Rela Cyel Past (A Treasure), 23 River Belle, (A Enemy)	N Rela Cyel (A Treasure), Kilanda Isle (G Barrel), River Belle Past (A Treasure), HH River Belle, (A Enemy)
Bluish Emblem	200	100	250	Frost Badge	Silver x 1	Blue Fay Dust x 1	-	1 Sinner' Isle (G Barrel), Rela Cyel Past (A Treasure), 23 River Belle (A Enemy)	N Kilanda Isle (G Barrel), Rela Cyel Past (A Treasure), River Belle (A B Enemy), HH River Belle (A Enemy)
Yellowish Emblem	200	100	250	Thunder Badge	Silver x 1	Yellow Fay Dust x 1	-	1 Sinner' Isle (G Barrel), Rela Cyel Past (A Treasure), 23 River Belle (A Enemy)	N Kilanda Isle (G Barrel), Rela Cyel Past (A Treasure), River Belle (A B Enemy), HH River Belle (A Enemy)
Lucidity Emblem	-	100	250	Blackout Badge	Silver x 1	White Dust x 1	-	1 Sinner' Isle (H Enemy), Rela Cyel Past (A Treasure), Crystal Temple (K Enemy), 23 River Belle (A Enemy, A Treasure)	N Kilanda Isle (H Enemy), Rela Cyel Past (A Treasure), HH River Belle (A Enemy, A Treasure)
Time Emblem	-	100	250	Temporal Badge	Silver x 1	Yellow Fay Dust x 1	Green Fay Dust x 1	1 Sinner' Isle (H Enemy), Rela Cyel Past (A Treasure), Crystal Temple (K Enemy), 23 River Belle (A Enemy, A Treasure)	N Kilanda Isle (H Enemy), Rela Cyel Past (A Treasure), HH River Belle (A Enemy, A Treasure)
Black Emblem	-	100	250	Dark Badge	Silver x 1	Dark Dust x 1	-	1 Sinner' Isle (H Enemy), Rela Cyel Past (A Treasure), Crystal Temple (K Enemy), 23 River Belle (A Enemy, A Treasure)	N Kilanda Isle (H Enemy), Rela Cyel Past (A Treasure), HH River Belle (A Enemy, A Treasure)
Braid of Time	-	250	500	Aeolian Misanga	Sturdy Vine x 1	Garuda Feather x 1	-	1 Crystal Temple (K Enemy), 23 River Belle (A Enemy, B Treasure)	N Crystal Temple (K Enemy), River Belle (A Enemy, B Treasure), 23 River Belle (A Enemy, B Treasure)
Braid of Old	-	250	1000	Classic Misanga	Sturdy Vine x 1	Secret Scroll x 1	-	1 Crystal Temple (K Enemy), 23 River Belle (A Enemy, B Treasure)	N Crystal Temple (K Enemy), River Belle (A Enemy, B Treasure), 23 River Belle (A Enemy, B Treasure)
Airy Jewelry	-	75	300	Wind Earrings	Iron x 1	Zu Dust x 1	Magic Stone x 1	1 Rela Cyel Past (B Treasure), Crystal Temple (K Enemy), 23 River Belle (A B Treasure)	N Rela Cyel Past (B Treasure), Crystal Temple (K Enemy), 23 River Belle (A B Treasure)
Grounded Jewelry	-	75	300	Earth Earrings	Iron x 1	Behemoth Dust x 1	-	1 Rela Cyel Past (B Treasure), Crystal Temple (K Enemy), 23 River Belle (A B Treasure)	N Rela Cyel Past (B Treasure), Crystal Temple (K Enemy), 23 River Belle (A B Treasure)
Crystal Work	-	500	1000	Crystal Earrings	Crystal x 1	Gold x 1	-	23 Mount Vaal (H Treasure, G J Enemy), River Belle (B Treasure)	HH Mount Vaal (H Treasure, G J Enemy), River Belle (B Treasure)
Lion's Soul	-	150	400	Lion's Heart	Feline Spirit x 1	Carniflower Fluid x 1	-	23 Rela Cyel Past (B H Enemy, H Treasure), Crystal Temple (B Enemy)	HH Rela Cyel Past (B H Enemy, H Treasure), Crystal Temple (B Enemy)
Dragon's Soul	-	150	400	Dragon's Heart	Dragon Dust x 1	Carniflower Fluid x 1	-	23 Rela Cyel Past (B H Enemy, H Treasure), Crystal Temple (B Enemy)	HH Rela Cyel Past (B H Enemy, H Treasure), Crystal Temple (B Enemy)
Salvation Tome	-	150	400	Bishop's Soul	Great Memory x 1	Carniflower Fluid x 1	-	23 Abyssus Forest (J L Enemy), Rela Cyel (I Enemy)	HH Abyssus Forest (J L Enemy), Rela Cyel (I Enemy)
Perdition Tome	-	150	400	Dark Soul	Wandering Soul x 1	Carniflower Fluid x 1	-	23 Rela Cyel (D E I Enemy)	HH Rela Cyel (D E I Enemy)
Fire Covenant	-	225	500	Crimson Crest	Carniflower Seed x 1	Red Stone x 20	-	23 River Belle (B Enemy)	HH River Belle (B Enemy)
Ice Covenant	-	225	500	Azure Crest	Carniflower Seed x 1	Blue Stone x 20	-	1 Rela Cyel (A Treasure), 23 River Belle (B Enemy)	1 Rela Cyel (A Treasure), HH River Belle (B Enemy)
Thund. Covenant	-	225	500	Golden Crest	Carniflower Seed x 1	Yellow Stone x 20	-	23 River Belle (B Enemy)	HH River Belle (B Enemy)
Green Covenant	-	225	500	Jade Crest	Carniflower Seed x 1	Yew Branch x 20	-	23 River Belle (B Enemy)	HH River Belle (B Enemy)
Vexing Card	-	375	666	Blood Charm	Stained Fin x 1	Giant Crab Shell x 1	-	1 ??? (G Barrel)	N Shadowland (G Barrel)
Cursed Card	-	375	666	Soul Charm	Stained Fin x 1	Scorpion Shell x 1	-	1 ??? (G Barrel), 23 Mount Vaal (H Treasure, J Enemy)	N Shadowland (G Barrel), HH Mount Vaal (H Treasure, J Enemy)
Playful Soul	-	500	1000	Gambler's Heart	Gold x 1	Scorpion Eye x 1	-	23 Rela Cyel (D E I Enemy), River Belle (B Treasure)	HH Rela Cyel (D E I Enemy), River Belle (B Treasure)
Brave Soul	-	500	1000	Warrior's Heart	Scorpion Shell x 1	Behemoth Horn x 1	-	23 Sinners' Isle (B Enemy), River Belle (B Treasure)	HH Kilanda Isle (B Enemy), River Belle (B Treasure)
Ruby Work	-	100	300	Ruby Studs	Ruby x 1	Carniflower Fluid x 1	-	23 Old Town (A Enemy, D Treasure), River Belle (B Enemy)	HH Old Town (A Enemy, D Treasure), River Belle (B Enemy)
Sapphire Work	-	100	300	Sapphire Studs	Sapphire Work x 1	Carniflower Fluid x 1	Giant Crab Shell x 1	23 Old Town (A Enemy, D Treasure), River Belle (B Enemy)	HH Old Town (A Enemy, D Treasure), River Belle (B Enemy)
Citrine Work	-	100	300	Citrine Studs	Citrine x 1	Carniflower Fluid x 1	-	23 Old Town (A Enemy, D Treasure), River Belle (B Enemy)	HH Old Town (A Enemy, D Treasure), River Belle (B Enemy)
Emerald Work	-	100	300	Emerald Studs	Emerald x 1	Carniflower Fluid x 1	-	23 Old Town (G Treasure, F Enemy), River Belle (B Enemy)	HH Old Town (G Treasure, F Enemy), River Belle (B Enemy)
Amethyst Work	-	100	300	Amethyst Studs	Amethyst x 1	Carniflower Fluid x 1	-	23 Old Town (G Treasure, F Enemy), River Belle (B Enemy)	HH Old Town (G Treasure, F Enemy), River Belle (B Enemy)
Onyx Work	-	100	300	Onyx Studs	Onyx x 1	Carniflower Fluid x 1	-	23 Old Town (G Treasure, F Enemy), River Belle (B Enemy)	HH Old Town (G Treasure, F Enemy), River Belle (B Enemy)
Engraved Band	-	150	750	Rune Ring	Giant Crab Shell x 1	Sturdy Vine x 1	Magic Sphere x 1	23 ??? (B Barrel, G D Enemy), River Belle (B Enemy)	HH Shadowland (B Barrel, G D Enemy), River Belle (B Enemy)
Good Luck Band	-	150	750	Blessed Ring	Giant Crab Shell x 1	Sturdy Vine x 1	Holy Orb x 1	23 ??? (B Barrel, G D Enemy), River Belle (B Enemy)	HH Shadowland (B Barrel, G D Enemy), River Belle (B Enemy)
Spiritual Band	-	150	750	Element Ring	Giant Crab Shell x 1	Sturdy Vine x 1	Phoenix Down x 1	23 ??? (B Barrel, G D Enemy), River Belle (B Enemy)	HH Shadowland (B Barrel, G D Enemy), River Belle (B Enemy)
Barbaric Band	-	150	750	Goblin Ring	Giant Crab Shell x 1	Sturdy Vine x 1	Bone x 1	23 River Belle (B Enemy)	HH River Belle (B Enemy)

MATERIALS

SCROLL	BUY	SELL	MAKE	ITEM CREATED	MATERIAL 1	MATERIAL 2	MATERIAL 3	STORY MODE	MULTIPLAY
Soft Cloth	10	5	20	Silk	Mu Fur x 2	-	-	1 Hill Caves (I K Enemy), Old Town (A D F H I Enemy), Sinners' Isle (H Barrel), 23 Hill Caves (G J Enemy)	N Valley of Heroes (I K Enemy), Old Town (A D F H I Enemy), Kilanda Isle (H Barrel), HH Valley of Heroes (G J Enemy)
Sturdy Leather	10	5	20	Leather	Mu Fur x 2	-	-	1 Hill Caves (I K Enemy), Old Town (A D F H I Enemy)	N Valley of Heroes (I K Enemy), Old Town (A D F H I Enemy)
Smooth Cloth	75	37	125	Fine Silk	Mu Fur x 3	Odd Angled Eye x 1	-	23 Hill Caves (G J Enemy), Old Town B D E H Enemy), Mount Vaol (C D Enemy, C Treasure),	HH Hill Caves (G J Enemy), Old Town B D E H Enemy), Mount Vaol (C D Enemy, C Treasure),
Supple Leather	75	37	125	Fine Leather	Mu Fur x 3	Odd Angled Eye x 1	-	23 Hill Caves (G J Enemy), Old Town B D E H Enemy), Mount Vaol (C D Enemy, C Treasure),	HH Hill Caves (G J Enemy), Old Town B D E H Enemy), Mount Vaol (C D Enemy, C Treasure),
Steel Cloth	100	50	100	Iron Silk	Iron x 1	Silk x 1	Honey Acid x 1	1 ??? B C B Enemy), Rela Cyel Past (C K Enemy), 23 Hill Caves D I Treasure, E J Enemy)	N Shadowland (B C B Enemy), Rela Cyel Past (C K Enemy), HH Valley of Heroes D Treasure, E I J Enemy)
Miracle Cloth	200	100	200	Mythril Silk	Mythril x 1	Silk x 1	Honey Acid x 1	1 Crystal Temple (C Treasure, G Enemy), 23 Hill Caves D I Treasure, E J Enemy), Sinners' Isle B H Enemy)	N Crystal Temple (C Treasure, G Enemy), HH Valley of Heroes D Treasure, E I J Enemy), Kilanda Isle B H Enemy)
Extreme Cloth	-	150	300	Ultima Silk	Ultimite x 1	Fine Silk x 1	Honey Acid x 1	23 Rela Cyel Past (H Enemy), Crystal Temple B G I Q Enemy)	HH Rela Cyel Past (H Enemy), Crystal Temple B G I Q Enemy)
Heavenly Ore	-	250	500	Orichalcum	Old Hellish Iron x 1	Holy Orb x 3	-	23 Hill Caves (F Enemy), Mount Vaol B F Treasure, D H I Enemy), Abyssus Forest (C D I J K L Enemy)	HH Valley of Heroes (F Enemy), Mount Vaol B F Treasure, D H I Enemy), Abyssus Forest (C D I J K L Enemy)
Hellish Ore	-	250	500	Abyssian	Ol Hellish Iron x 1	Dark Sphere x 3	-	23 ??? (C D Enemy), Rela Cyel Past (F I Enemy), Crystal Temple (C I Enemy)	HH Shadowland (C D Enemy), Rela Cyel Past (F I Enemy), Crystal Temple (C I Enemy)
Heavenly Specks	200	100	50	Seraph Dust	Bone x 1	Bomb's Soul x 1	White Soul x 1	1 Sinners' Isle D Barrel, H Treasure), 23 Hill Caves (G Enemy), Mount Vaol B Treasure, J Enemy)	N Kilanda Isle D Barrel, H Treasure), HH Valley of Heroes (G Enemy), Mount Vaol B Treasure, J Enemy)
Hellish Specks	200	100	50	Sulfur Dust	Stained Bone x 1	Bomb's Soul x 1	Dark Dust x 1	23 ??? (C Enemy)	NH Shadowland (C Enemy)
Dragon Specks	200	100	100	Dragon Dust	Dragon Scale x 1	Bomb's Soul x 1	-	23 Crystal Temple (B Enemy)	NH Crystal Temple (B Enemy)
Garuda Specks	200	100	100	Zu Dust	Garuda Talon x 1	Bomb's Soul x 1	-	1 Rela Cyel (C Treasure)	N Rela Cyel (C Treasure)
Beast Specks	200	100	100	Behemoth Dust	Behemoth Claw x 1	Bomb's Soul x 1	-	1 Rela Cyel (C Treasure)	N Rela Cyel (C Treasure)
Fire Marble	20	10	50	Red Orb	Red Fay Dust x 10	Red Stone x 1	-	23 Abyssus Forest D F I J K L Enemy), Sinners' Isle (A B C D Enemy), Rela Cyel (A Enemy)	NH Abyssus Forest D F I J K L Enemy), Kilanda Isle (A B C D Enemy), Rela Cyel (A Enemy)
Ice Marble	20	10	50	Blue Orb	Blue Fay Dust x 10	Blue Stone x 1	-	23 Abyssus Forest D F I J K L Enemy), Rela Cyel (A Enemy)	NH Abyssus Forest D F I J K L Enemy), Rela Cyel (A Enemy)
Thunder Marble	20	10	50	Yellow Orb	Yellow Fay Dust x 10	Yellow Stone x 1	-	23 Abyssus Forest D F I J K L Enemy), Sinners' Isle (A B C D Enemy)	NH Abyssus Forest D F I J K L Enemy), Kilanda Isle (A B C D Enemy)
Green Marble	20	10	50	Green Orb	Green Fay Dust x 10	Oak Branch x 1	-	23 Sinners' Isle (A B C D Enemy)	NH Kilanda Isle (A B C D Enemy)
Black Marble	20	10	50	Dark Orb	Sulfur Dust x 3	Magic Stone x 1	-	1 Crystal Temple (C Treasure, G Enemy), 23 Sinners' Isle (A B D H Enemy), ??? B Enemy), Rela Cyel Past (G Enemy)	N Crystal Temple (C Treasure, G Enemy), HH Kilanda Isle (A B D H Enemy), Shadowland B Enemy), Rela Cyel Past (G Enemy)
White Marble	20	10	50	Holy Orb	Seraph Dust x 3	Magic Stone x 1	-	1 Crystal Temple (C Treasure, G Enemy), 23 Sinners' Isle (A B D H Enemy), ??? B Enemy), Rela Cyel Past (G Enemy)	N Crystal Temple (C Treasure, G Enemy), HH Kilanda Isle (A B D H Enemy), Shadowland B Enemy), Rela Cyel Past (G Enemy)
Refined Ruby	500	250	100	Ruby	Petite Ruby x 3	-	-	23 Hill Caves (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)	HH Valley of Heroes (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)
Refined Sapphire	500	250	100	Sapphire	Petite Sapphire x 3	-	-	23 Hill Caves (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)	HH Valley of Heroes (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)
Refined Citrine	500	250	100	Citrine	Petite Citrine x 3	-	-	23 Hill Caves (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)	HH Valley of Heroes (C Treasure), Old Town E H Treasure), Mount Vaol B Enemy), Abyssus Forest B D Enemy, J Treasure)
Refined Emerald	500	250	100	Emerald	Petite Emerald x 3	-	-	23 Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)	HH Valley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)
Refined Amethyst	500	250	100	Amethyst	Petite Amethyst x 3	-	-	23 Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)	HH Valley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)
Refined Onyx	500	250	100	Onyx	Petite Onyx x 3	-	-	23 Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)	HH Valley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)
Refined Crystal	1000	500	100	Crystal	Dark Crystal x 3	Chimera Blood x 1	Phoenix Down x 1	23 Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)	HH Valley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaol B Enemy), Abyssus Forest B Enemy, C Barrel)
Refined Copper	10	5	15	Copper	Copper Shard x 3	Red Stone x 1	Blue Stone x 1	1 Hill Caves (G Treasure), Old Town (A B C D B Enemy), 23 Hill Caves (F Enemy)	N Valley of Heroes (G Treasure), Old Town (A B C D B Enemy), HH Valley of Heroes (F Enemy)
Refined Iron	20	10	30	Iron	Iron Shard x 3	Red Stone x 1	Blue Stone x 1	1 Old Town (A B C D B Enemy), Mount Vaol (D Enemy), 23 Hill Caves (F Enemy)	N Old Town (A B C D Enemy), Mount Vaol (D Enemy), HH Valley of Heroes (F Enemy)
Refined Mythril	50	25	50	Mythril	Mythril Shard x 3	Red Stone x 1	Blue Stone x 1	1 Rela Cyel Past B Treasure, K Enemy), 23 Hill Caves (F Enemy), Old Town (A H Enemy)	N Rela Cyel Past (B Treasure, K Enemy), HH Valley of Heroes (F Enemy), Old Town (A H Enemy)
Refined Diamond	300	150	300	Diamond	Diamond Shard x 3	Red Stone x 1	Blue Stone x 1	1 Rela Cyel Past B Treasure, K Enemy), 23 ??? (C D Enemy), Rela Cyel Past (F I Enemy)	N Rela Cyel Past (B Treasure, K Enemy), HH Shadowland (C D Enemy), Rela Cyel Past (F I Enemy)
Clump of Magic	50	25	75	Magic Sphere	Magic Stone x 3	Red Stone x 1	Blue Stone x 1	23 Mount Vaol (B C Treasure, C F Enemy), Rela Cyel (G Enemy), ??? (B Enemy), Rela Cyel Past (I Enemy)	HH Mount Vaol (B C Treasure, C F Enemy), Rela Cyel (G Enemy), Shadowland (B Enemy), Rela Cyel Past (I Enemy)

Materials

To forge the countless Scrolls found throughout your adventure, a myriad of ingredients is needed. These components are called Materials, a mishmash of fragmented items dropped off of defeated enemies. This section contains all the information needed to find these rarities. Use this data in combination with the Scrolls section to quickly find the assets needed to forge powerful equipment.

DATA EXPLANATION

① **Material Name:** The label of the piece of Material.

② **Buy & Sell:** Shows the buying price for the item if it is sold in shops, along with the amount of money earned when selling the item. A "-" is placed within the Buy column if it doesn't appear in shops.

③ **Scroll:** The name of the Scroll that creates the material. Scrolls are a good alternative to creating materials when you don't have time to hunt for them.

④ **Location Data:** Both the Story Mode and Multiplay columns contain data showing where each item is found. Each row lists a field name along with the item's location data (shown within parenthesis). The table directly to the right explains the data contained here. Note that an enemy name found in this column indicates that the item is dropped by that specific monster. If these columns are blank, the item can only be obtained by purchasing it in a shop, or by making it with a Scroll.

MATERIAL DATA

① MATERIAL	② BUY	SELL	③ SCROLL	④ STORY MODE	⑤ MULTIPLAY
Bloodied Rag	-	1000	-	23??? (H Enemy), Crystal Temple (B Enemy)	HH??? (H Enemy), Crystal Temple (B Enemy)
Secret Scroll	-	1100	-	123Boss: Cu Chaspel	NHHBoss: Cu Chaspel
Great Memory	-	1500	-	123Boss: Goldes	NHHBoss: Goldes
Wandering Soul	-	1500	-	123Boss: Goldes	NHHBoss: Goldes
Giant Crab Shell	-	1250	-	12Boss: Giant Crab	NHHBoss: Giant Crab

LOCATION DATA KEY

1	Indicates the item is obtained during your first run through Story Mode.
2	Indicates the item is obtained during your second run through Story Mode.
3	Indicates the item is obtained during your third run through Story Mode.
N	Indicates the item is obtained during your first run through Multiplay.
H	Indicates the item is obtained during your second run through Multiplay.
H	Indicates the item is obtained during your third run through Multiplay.
A	Area letter identifier. Coupled with the field name, these letters indicate the room in which the box, enemy, or barrel carrying the item is located. When trying to find the area where a Scroll is located, refer to the corresponding area maps within the walkthrough.
Enemy	Indicates that the item in question is dropped by an enemy. The area letter identifier listed before it indicates the room in which the creature is located.
Treasure	Indicates that the item is within a treasure box. The area letter identifier listed before it indicates the room in which the box is located.
Barrel	Shows that the item is hidden within a barrel. As with enemies or boxes, the area letter identifier next to it indicates the room in which the barrel is located.

MATERIAL DATA

MATERIAL	BUY	SELL	SCROLL	STORY MODE	MULTIPLAY
Ruby	-	150	Refined Ruby	23Hill Caves (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (I Treasure), Rela Cyel (A D Treasure), Sinners' Isle D Enemy), E Treasure), ??? (D Treasure), Crystal Temple (D Treasure)	HHValley of Heroes (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (F I K Treasure), Rela Cyel (A D Treasure), Kilanda Isle (D Enemy, E Treasure), Shadowland (D Treasure), Crystal Temple (D Barrel).
Sapphire	-	150	Refined Sapphire	23Hill Caves (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (I Treasure), Rela Cyel (A D Treasure), Sinners' Isle D Enemy), E Treasure), ??? (D Treasure), Crystal Temple (D Treasure)	HHValley of Heroes (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (F I K Treasure), Rela Cyel (A D Treasure), Kilanda Isle (D Enemy, E Treasure), Shadowland (D Treasure), Crystal Temple (D Barrel).
Citrine	-	150	Refined Citrine	23Hill Caves (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (I Treasure), Rela Cyel (A D Treasure), Sinners' Isle D Enemy), E Treasure), ??? (D Treasure), Crystal Temple (D Treasure)	HHValley of Heroes (F I Treasure), Old Town (B D Treasure), Mount Vaal (G Treasure, J Enemy), Abyssus Forest (F I K Treasure), Rela Cyel (A D Treasure), Kilanda Isle (D Enemy, E Treasure), Shadowland (D Treasure), Crystal Temple (D Barrel).
Emerald	-	150	Refined Emerald	23Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K Treasure), Rela Cyel (G Treasure), Sinners' Isle (G D Treasure, F Enemy), ??? (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)	HHValley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K]Treasure), Rela Cyel (G Treasure), Kilanda Isle (G D Treasure, F Enemy), Shadowland (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)
Amethyst	-	150	Refined Amethyst	23Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K]Treasure), Rela Cyel (G Treasure), Sinners' Isle (G D Treasure, F Enemy), ??? (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)	HHValley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K]Treasure), Rela Cyel (G Treasure), Kilanda Isle (G D Treasure, F Enemy), Shadowland (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)
Onyx	-	150	Refined Onyx	23Hill Caves (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K]Treasure), Rela Cyel (G Treasure), Sinners' Isle (G D Treasure, F Enemy), ??? (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)	HHValley of Heroes (G Treasure), Old Town (H Treasure), Mount Vaal (G H Treasure), Abyssus Forest (G E K]Treasure), Rela Cyel (G Treasure), Kilanda Isle (G D Treasure, F Enemy), Shadowland (G Treasure), Rela Cyel Past (A Treasure), Crystal Temple (G Treasure)
Crystal	-	150	Refined Crystal	123 Rela Cyel (D E Treasure, I Enemy)	NHH Rela Cyel (D E Treasure, I Enemy)
Petite Ruby	100	50	-	1 Abyssus Forest (G K Treasure), Rela Cyel (B Enemy), Sinners' Isle (B H Enemy), Rela Cyel Past (H Treasure, K Enemy), 23 Abyssus Forest (B D Treasure, F I Enemy), Old Town (B Treasure, D Barrel, H Enemy), Mount Vaal (B H Enemy, B G F Treasure, D Barrel), Abyssus Forest (G Barrel, D Treasure).	N Abyssus Forest (G K Treasure), Rela Cyel (B Enemy), Kilanda Isle (B H Enemy), Rela Cyel Past (H Treasure, K Enemy), H [V] Valley of Heroes (B D Treasure, F I Enemy), Old Town (B Treasure, [d(Barrel, H Enemy), Mount Vaal (B H Enemy).
Petite Sapphire	100	50	-	1 Abyssus Forest (G K Treasure), Rela Cyel (B Enemy, H Barrel), Sinners' Isle (B H Enemy), Rela Cyel Past (H Treasure, K Enemy), 23 Abyssus Forest (B D Treasure, F I Enemy), Old Town (B Treasure, D Barrel, H Enemy), Mount Vaal (B H Enemy, B G F Treasure, D Barrel), Abyssus Forest (G Barrel).	N Abyssus Forest (G K Treasure), Rela Cyel (B Enemy), Kilanda Isle (B H Enemy), Rela Cyel Past (H Treasure, K Enemy), H [V] Valley of Heroes (B D Treasure, F I Enemy), Old Town (B Treasure, [d(Barrel, H Enemy), Mount Vaal (B H Enemy).

MATERIAL	BUY	SELL	SCROLL	STORY MODE	MULTIPLAY
Petite Citrine	100	50	-	1 Abyssus Forest (C K Treasure), Rela Cyel (B Enemy, H Barrel), Sinners' Isle (B H Enemy), Rela Cyel Past (H Treasure), 23 Abyssus Forest (B D Treasure, F I Enemy), Old Town (B Treasure, D Barrel, H Enemy), Mount Vaal (B H Enemy, B C F Treasure, D Barrel), Abyssus Forest (C Barrel, D Treasure).	N Abyssus Forest (C K Treasure), Rela Cyel (B Enemy), Kilanda Isle (B H Enemy), Rela Cyel Past (H Treasure), H [V] Valley of Heroes (B D Treasure, F I Enemy), Old Town (B Treasure, [d[Barrel, H Enemy), Mount Vaal (B H Enemy).
Petite Emerald	100	50	-	1 Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Sinners' Isle (C Treasure, F Enemy), ??? (C Treasure), Rela Cyel Past (A Treasure), Crystal Temple (B Enemy), 23 Hill Caves (D I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure), Mount Vaal (B I Enemy, B C F Treasure, D Barrel).	N Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Kilanda Isle (C Treasure, F Enemy), Shadowland (C Treasure), HH Valley of Heroes (D G I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure), Mount Vaal (B I Enemy, B C F Treasure, D Barrel).
Petite Amethyst	100	50	-	1 Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Sinners' Isle (C Treasure), ??? (C Treasure), Rela Cyel Past (A Treasure), Crystal Temple (B Enemy), 23 Hill Caves (D I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure), Mount Vaal (B I Enemy, B C F Treasure, D Barrel).	N Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Kilanda Isle (C Treasure), Shadowland (C Treasure), Rela Cyel Past (A Treasure), HH Valley of Heroes (D G I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure).
Petite Onyx	100	50	-	1 Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Sinners' Isle (C Treasure), ??? (C Treasure), Rela Cyel Past (A Treasure), Crystal Temple (B Enemy), 23 Hill Caves (D I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure), Mount Vaal (B I Enemy, B C F Treasure, D Barrel).	N Abyssus Forest (C Treasure), Rela Cyel (E Enemy), Kilanda Isle (C Treasure), Shadowland (C Treasure), Rela Cyel Past (A Treasure), HH Valley of Heroes (D G I Enemy, F Treasure), Old Town (C F H Enemy, D Treasure), Mount Vaal (B I Enemy, B C F Treasure, D Barrel).
Dark Crystal	-	50	-	1 Hill Caves (K Enemy), Old Town (I Enemy), *Mount Vaal* (G L Enemy), Abyssus Forest (M Enemy), Rela Cyel (I Enemy), Sinners' Isle (I Enemy), 23 Hill Caves (K Enemy), Old Town (I Enemy), *Mount Vaal* (G L Enemy), Abyssus Forest (M Enemy), Rela Cyel (C E G I Enemy, D Treasure).	N Valley of Heroes (K Enemy), Old Town (I Enemy), *Mount Vaal* (G L Enemy), Abyssus Forest (M Enemy). HH Valley of Heroes (K Enemy), Old Town (I Enemy), *Mount Vaal* (G L Enemy), Abyssus Forest (M Enemy).
Copper	50	25	Refined Copper	1 Hill Caves (E Treasure, F G I J K), Old Town (C D F I Enemy, H Treasure), Abyssus Forest (C H K L M Enemy), 23 Hill Caves (D F G I J Enemy, F Treasure), Mount Vaal (B C D J L Enemy, D Barrel), Abyssus Forest (B C D H J K L Enemy).	N Valley of Heroes (E Treasure, F G I J K), Old Town (H Treasure), Mount Vaal (B D J Enemy, C Treasure), HH Valley of Heroes (C D F G I J Enemy, F Treasure), Mount Vaal (B C D J L Enemy, D Barrel).
Iron	100	50	Refined Iron	Daedalus species	Daedalus species
Mythril	200	100	Refined Mythril	Daedalus species	Daedalus species
Orichalcum	-	250	Heavenly Ore	1 Crystal Temple (D F I enemy), 23 Hill Caves (E Treasure, J K Enemy), Mount Vaal (B I Enemy, B H I Treasure), Abyssus Forest (B C E K Treasure, E H M Enemy), Rela Cyel (B H I Enemy), Sinners' Isle (B D E F H I Enemy, B D H Barrel), ??? (B C D H Enemy)	N Crystal Temple (D F I enemy), 23 Valley of Heroes (E Treasure, J K Enemy), Mount Vaal (B I Enemy, B H I Treasure), Abyssus Forest (B C E K Treasure, E H M Enemy), Rela Cyel (B H I Enemy), Kilanda Isle (B D E F H I Enemy).
Ultimite	-	500	-	23 Rela Cyel Past (C F G I K Enemy, F Treasure), Crystal Temple (B D F G I K O Enemy, K Barrel), also dropped by Lunite Temple bosses: Angry Flower, Behemoth, Zu, Dragon	HH Rela Cyel Past (C F G I K Enemy, F Treasure), Crystal Temple (B D F G I K O Enemy, K Barrel).
Meteorite	-	500	-	1 Crystal Temple (G Enemy), Lunite Temple (C Galdes boss), 23 Hill Caves (E Treasure, J K Enemy), Sinners' Isle (B D E F H I Enemy, B D H Barrel), ??? (C E F H Enemy), Crystal Temple (B D F G I K O Enemy, K Barrel), Lunite Temple (C Enemy).	N Crystal Temple (G Enemy), HH Valley of Heroes (E Treasure, J K Enemy), Kilanda Isle (B D E F H I Enemy, B D H Barrel), Shadowland (C E F H Enemy), Crystal Temple (B D F G I K O Enemy, K Barrel).
Abyssian	-	600	Hellish Ore	23 ??? (B C E F H Enemy), Rela Cyel Past (C G K Enemy), Crystal Temple (B D F G I K O Enemy, K Barrel), Lunite Temple (C Enemy), boss Dragon)	HH Shadowland (B C E F H Enemy), Rela Cyel Past (C G K Enemy), Crystal Temple (B D F G I K O Enemy, K Barrel), Lunite Temple (C Enemy), boss Dragon)
Copper Shard	10	5	-	1 Hill Caves (E F G I J Enemy, E Treasure), Old Town (A D F G H Enemy), Mount Vaal (B C D J Enemy), Abyssus Forest (D H J L Enemy), Rela Cyel (B H Enemy), 23 Hill Caves (D F G I J Enemy), Mount Vaal (B C D Enemy, C Barrel), Abyssus Forest (B C D J L Enemy).	N Valley of Heroes (E F G I J Enemy, E Treasure), Old Town (A D F G H Enemy), *Mount Vaal* (B C D J Enemy). 23 Hill Caves (D F G I J Enemy), Mount Vaal (B C D Enemy, C Barrel), Abyssus Forest (B C D J L Enemy).
Iron Shard	20	10	-	Goblin species	Goblin species
Mythril Shard	40	20	-	Goblin species	Goblin species
Gold	300	150	-	1 Sinners' Isle (C F Enemy, D Treasure), ??? (C D H Enemy), Rela Cyel Past (G Enemy), 23 Old Town (A C D F H I Enemy, A F H Treasure), Abyssus Forest (B C E K Enemy, C D E H J K L M Enemy), Rela Cyel (B H Enemy).	N Kilanda Isle (C F Enemy, D Treasure), Shadowland (C D H Enemy), Rela Cyel Past (G Enemy), 23 Old Town (A C D F H I Enemy, A F H Treasure), Abyssus Forest (B C E K Enemy, C D E H J K L M Enemy).
Silver	150	75	-	1 Rela Cyel (C D E H Enemy), Sinners' Isle (C F Enemy, D Treasure), ??? (C D H Enemy), Rela Cyel Past (G Enemy), 23 Mount Vaal (B C D F I J Enemy, B F H I Treasure, D Barrel), Rela Cyel (B H I Enemy), Sinners' Isle (B C D E F H I Enemy)	N Rela Cyel (C D E H Enemy), Kilanda Isle (C F Enemy, D Treasure), Shadowland (C D H Enemy), 23 *Mount Vaal* (B C D F I J Enemy, B F H I Treasure, D Barrel), Rela Cyel (B H I Enemy), Kilanda Isle (B C D E F H I Enemy)
Garnet	100	50	-	Spike species	Spike speciés
Diamond	-	1000	Refined Diamond	1 Rela Cyel (G K Enemy), Crystal Temple (B Enemy), 23 ??? (B C D E F H Enemy), Rela Cyel Past (C F G Enemy).	N Rela Cyel (G K Enemy), Crystal Temple (B Enemy), HH Shadowland (B C D E F H Enemy, D Barrel), Rela Cyel Past (C F G Enemy)
Diamond Shard	200	100	-	1 Rela Cyel (B C D Enemy), Crystal Temple (C G I Enemy), 23 ??? (B E Enemy), Rela Cyel Past (C F G I Enemy, F Treasure).	N Rela Cyel (B C D Enemy), Crystal Temple (C G I Enemy), HH Shadowland (B E Enemy, D Barrel), Rela Cyel Past (C F G I Enemy, F Treasure).
Yellow Feather	-	5000	-	23 Sinners' Isle (D F Enemy), Crystal Temple (D F Enemy, K Barrel)	HH Kilanda Isle (D F Enemy), Crystal Temple (D F Enemy, K Barrel)
Tree Branch	10	5	-	1 Old Town (A B C D I Enemy), *Mount Vaal* (B C J Enemy), Abyssus Forest (C E F J Enemy)	N Old Town (A B C D I Enemy), *Mount Vaal* (B C J Enemy), Abyssus Forest (C E F J Enemy)
Oak Branch	50	25	-	1 Hill Caves (K Enemy), Old Town ([A B C D I Enemy), Mount Vaal (B C J Enemy), Abyssus Forest (C E F J Enemy), 23 Old Town (A B C D I Enemy), *Mount Vaal* (B J Enemy)	N Hill Caves (K Enemy), Valley of Heroes ([A B C D I Enemy), Mount Vaal (B C J Enemy), Abyssus Forest (C E F J Enemy), HH Old Town (A B C D I Enemy), *Mount Vaal* (B J Enemy)
Yew Branch	-	250	-	23 Mount Vaal (B J Enemy), Abyssus Forest (B C J M Enemy), Crystal Temple (N Enemy), also drops off of Lunite Temple bosses: Angry Flower, Behemoth, Zu, Dragon.	HH Mount Vaal (B J Enemy), Abyssus Forest (B C J M Enemy), Crystal Temple (N Enemy).
Steel	-	125	-	1 ??? (B H Enemy), Rela Cyel Past (B C H I Enemy), Lunite Temple (C Dragon boss), 23 *Mount Vaal* (C G L Enemy, F Treasure), Rela Cyel (D E Enemy), Sinners' Isle (B C D E F H I Enemy), Rela Cyel Past (C F I K Enemy, F Treasure), Crystal Temple (G I K O Enemy), Lunite Temple (C Enemy)	N Shadowland (B H Enemy), Rela Cyel Past (B C H I Enemy), Lunite Temple (C Dragon boss), 23 Mount Vaal (C G L Enemy, F Treasure), Rela Cyel (D E Enemy), Kilanda Isle (B C D E F H I Enemy), Rela Cyel Past (C F I K Enemy, F Treasure).
Silk	-	50	Soft Cloth	1 *Mount Vaal* (G L Enemy)	N Mount Vaal (G L Enemy)
Leather	-	50	Sturdy Leather	1 *Mount Vaal* (G L Enemy)	N Mount Vaal (G L Enemy)
Fine Silk	-	250	Smooth Cloth	-	-
Fine Leather	-	250	Supple Leather	-	-
Iron Silk	-	300	Steel Cloth	-	-
Mythril Silk	-	600	*Miracle Cloth*	-	-
Ultima Silk	-	1200	Extreme Cloth	23 Dropped by Lunite Temple bosses: Zu and Angry Flower	-
Seraph Dust	-	100	Heavenly Specks	23 Hill Caves (D Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Abyssus Forest (I J K Enemy), Rela Cyel (D E Barrel), G Enemy), Sinners' Isle (A C Barrel, C D Enemy), ??? (B D E Enemy)	HH Hill Caves (D Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Abyssus Forest (I J K Enemy), Rela Cyel (D E Barrel), G Enemy), Kilanda Isle (A C Barrel, C D Enemy), Shadowland (B D E Enemy)
Sulfur Dust	-	100	Hellish Specks	23 Sinners' Isle (A C Barrel, Enemy C D), ??? (B D E F Enemy)	HH Kilanda Isle (A C Barrel, Enemy C D), Shadowland (B D E F Enemy)
Dragon Dust	-	250	Dragon Specks	-	-
Zu Dust	-	250	Garuda Specks	-	-
Behemoth Dust	-	250	Beast Specks	-	-
Red Stone	50	25	-	Fire Flan, Father Bomb, Bomb	Fire Flan, Father Bomb, Bomb
Blue Stone	50	25	-	Ice Flan, Ice Bomb, Boss Bomb, *Mother Bomb*	Ice Flan, Ice Bomb, Boss Bomb, Mother Bomb
Yellow Stone	50	25	-	Thunder Bomb, Sister Bomb, Flan	Thunder Bomb, Sister Bomb, Flan
Red Orb	-	150	Fire Marble	23 Abyssus Forest (B C D F J K L Enemy), Sinners' Isle (D E F H Enemy)	HH Abyssus Forest (B C D F J K L Enemy), Kilanda Isle (D E F H Enemy)
Blue Orb	-	150	Ice Marble	23 Abyssus Forest (B C D F J K L Enemy), Rela Cyel (D G H Enemy), Sinners' Isle (D E F H Enemy)	HH Abyssus Forest (B C D F J K L Enemy), Rela Cyel (D G H Enemy), Kilanda Isle (D E F H Enemy)
Yellow Orb	-	150	Thunder Marble	23 Abyssus Forest (B C D F J K L Enemy), Rela Cyel (D G H Enemy), Sinners' Isle (D E F H Enemy)	HH Abyssus Forest (B C D F J K L Enemy), Rela Cyel (D G H Enemy), Kilanda Isle (D E F H Enemy)
Green Orb	-	150	Green Marble	23 Sinners' Isle (D E F H Enemy)	HH Kilanda Isle (D E F H Enemy)
Dark Orb	-	250	Black Marble	1 Rela Cyel Past (B C F H I K Enemy), Crystal Temple (B Enemy), 23 Rela Cyel (E Enemy), Sinners' Isle (C F H Barrel, F I Enemy), ??? (B D E F Enemy), Rela Cyel Past (G Enemy), Crystal Temple (B F H K Enemy, D F G Barrel), drops off of Lunite Temple Boss: Angry Flower.	N Rela Cyel Past (B C F H I K Enemy), Crystal Temple (B Enemy), HH Rela Cyel (E Enemy), Kilanda Isle (C F H Barrel, F I Enemy), ??? (B D E F Enemy), Rela Cyel Past (G Enemy), Crystal Temple (B F H K Enemy, D F G Barrel).
Holy Orb	-	250	Holy Marble	1 Drops off of Lunite Temple bosses: Angry Flower, Behemoth, Zu, Dragon. 23 Hill Caves (D Enemy), Mount Vaal (B C Treasure, C G H I L Enemy), Abyssus Forest (I J K Enemy), Sinners' Isle (C F] H Barrel, F Enemy), ??? (B D E F Enemy), Rela Cyel Past (G Enemy), Crystal Temple (D F G Barrel, F H K Enemy)	HH Valley of Heroes (D Enemy), Mount Vaal (B C Treasure, C G H I L Enemy), Abyssus Forest (I J K Enemy), Kilanda Isle (C F] H Barrel, F Enemy), Shadowland (B D E F Enemy), Rela Cyel Past (G Enemy), Crystal Temple (D F G Barrel, F H K Enemy)

Material Data Continued

MATERIAL	BUY	SELL	SCROLL	STORY MODE	MULTIPLAY
Moogle Plant	10	5	-	Found on Mount Vaal. Also sold in Shop.	-
Old Sword	-	1000	-	Boss: Giant Crab	Boss: Giant Crab
Phoenix Down	-	500	-	23 Hill Caves (B D F G I Enemy), Old Town (A B C D Enemy), Mount Vaal (B C F L Enemy, C Treasure), Abyssus Forest (B C J Enemy), Rela Cyel (I Enemy), Sinners' Isle (A C Barrel, B C D E Barrel), Rela Cyel Past (F H Enemy), Crystal Temple (B E Enemy)	HH Valley of Heroes (B D F G I Enemy), Old Town (A B C D Enemy), Mount Vaal (B C F L Enemy, C Treasure), Abyssus Forest (B C J Enemy), Rela Cyel (I Enemy), Kilanda Isle (A C Barrel, B C D E Barrel).
Red Fay Dust	10	5	-	Cloud Bee, Lilty Alchemy	Cloud Bee, Lilty Alchemy
Blue Fay Dust	10	5	-	Cloud Bee, Lilty Alchemy	Cloud Bee, Lilty Alchemy
Yellow Fay Dust	10	5	-	Cloud Bee, Lilty Alchemy	Cloud Bee, Lilty Alchemy
Green Fay Dust	10	5	-	Cloud Bee, Lilty Alchemy	Cloud Bee, Lilty Alchemy
Dark Dust	-	5	-	1 Rela Cyel Past (B C F H I Enemy), 23 Hill Caves (F G K Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Sinners' Isle (A C Barrel, C D Enemy), ??? (B D E F H Enemy), Rela Cyel Past (C Treasure), F H K Enemy).	N Rela Cyel Past (B C F H I Enemy), HH Valley of Heroes (F G K Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Kilanda isle (A C Barrel, C D Enemy), Shadowland (B D E F H Enemy).
White Dust	-	5	-	1 Mount Vaal (B C F I Enemy), Abyssus Forest (B C D E F J M Enemy), Sinners' Isle (B C D E Enemy), ??? (E Enemy), 23 Hill Caves (F G K Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Abyssus Forest (I J K Enemy) Rela Cyel (D E Barrel, G Enemy), Sinners' Isle (A C Barrel)	N Mount Vaal (B C F I M Enemy), Abyssus Forest (B C D E F J Enemy), Kilanda Isle (B C D E Enemy), Shadowland (E Enemy), HH Valley of Heroes (F G K Enemy), Mount Vaal (B C F H I Enemy, B C Treasure), Abyssus Forest (I J K Enemy).
Mu Nose	-	50	-	*Mu* species	*Mu* species
Mu Fur	20	10	-	*Mu* species	*Mu* species
Skull	-	50	-	Skeleton species	Skeleton species
Bone	-	10	-	Skeleton species	Skeleton species
Stained Bone	-	50	-	Dark Skeleton	Dark Skeleton
Lizard Scale	-	100	-	Lizardman species	Lizardman species
Lizard Crest	-	200	-	Lizardman species	Lizardman species
Sahagin Fin	-	100	-	Sahagin species	Sahagin species
Stained Fin	-	200	-	Dark Sahagin	Dark Sahagin
Bomb's Soul	-	25	-	Bomb species	Bomb species
Odd Angled Eye	100	50	-	Bat Species	Bat Species
Honey Acid	100	50	-	Cloud Bee	Cloud Bee
Flan Goop	-	100	-	Flan Species	Flan Species
Tortoise Shell	-	25	-	Spike species	Spike species
Curious Petal	-	10	-	Seed Spitter Species	Seed Spitter Species
Sturdy Vine	-	10	-	Mandrake Species	Mandrake Species
Unknown Seed	-	50	-	Mandrake Species	Mandrake Species
Chimera Blood	-	250	-	Chimera Species	Chimera Species
Feline Spirit	-	500	-	Chimera Species	Chimera Species
Scorpion Shell	-	250	-	123 Boss: Scorpion	123 Boss: Scorpion
Scorpion Eye	-	500	-	123 Boss: Scorpion	12(3 Boss: Scorpion
Behemoth Horn	-	500	-	23 Boss: Behemoth, also dropped by Lunite Temple Behemoth	HH Boss: Behemoth
Behemoth Claw	-	250	-	123 Boss: Behemoth, also dropped by Lunite Temple Behemoth	NHH Boss: Behemoth
Garuda Feather	-	250	-	123 Boss: Zu	123 Boss: Zu
Garuda Talon	-	125	-	123 Boss: Zu	123 Boss: Zu
Magic Stone	-	25	-	1 Mount Vaal (C F G H Enemy, C Treasure), Abyssus Forest (C K Enemy), Rela Cyel Past (C I Enemy), 23 Hill Caves (B F G I Enemy), Mount Vaal (B C F H I Enemy, C Treasure), Rela Cyel (C E G Enemy), ??? (D E F Enemy), Rela Cyel Past (B C F G Enemy).	N Mount Vaal (C F G H Enemy, C Treasure), Abyssus Forest (C K Enemy), Rela Cyel Past (C I Enemy), HH Valley of Heroes (B F G I Enemy), Mount Vaal (B C F H I Enemy, C Treasure), Rela Cyel (C E G Enemy), Shadowland (D E F Enemy)
Magic Sphere	-	125	Clump of Magic	1 Mount Vaal (G Enemy), Crystal Temple (D G I Enemy), 23 Mount Vaal (C G H I L Enemy, C Treasure), Rela Cyel (E G Enemy), ??? (D E F Enemy), Rela Cyel Past (C F G Enemy), Crystal Temple (D G I Enemy, F G H Barrel),	N Mount Vaal (G Enemy), Crystal Temple (D G I Enemy), HH Mount Vaal (C G H I L Enemy, C Treasure), Rela Cyel (E G Enemy), Shadowland (D E F Enemy), Rela Cyel Past (C F G Enemy).
Canniflower Seed	-	250	-	Boss: Angry Flower, *Mandrake* species	Boss: Angry Flower, *Mandrake* species
Canniflower Fluid	-	125	-	Seed Spitter species, *Mandrake* species	Seed Spitter species, *Mandrake* species
Ancient Scale	-	500	-	123 Boss: Coelacanth, 123 Boss: Zu (Lunite Temple version only)	NHH Boss: Coelacanth, NHH Boss: Zu (Lunite Temple version only)
Executioner Mask	-	500	-	123 Boss: Dragon	NHH Boss: Dragon
Dragon Horn	-	500	-	23 Boss: Dragon	HH Boss: Dragon
Dragon Scale	-	500	-	123 Boss: Dragon	NHH Boss: Dragon
Old Hellish Iron	-	250	-	Dark Skeleton, Dark Ton Ton, Dark Sahagin	Dark Skeleton, Dark Ton Ton, Dark Sahagin
Bloodied Rag	-	1000	-	23 ??? (H Enemy), Crystal Temple (B Enemy)	HH ??? (H Enemy), Crystal Temple (B Enemy)
Secret Scroll	-	1100	-	123 Boss: Cu Chaspel	NHH Boss: Cu Chaspel
Great Memory	-	1500	-	123 Boss: Goldes	NHH Boss: Goldes
Wandering Soul	-	1500	-	123 Boss: Goldes	NHH Boss: Goldes
Giant Crab Shell	-	1250	-	12 Boss: Giant Crab	NHH Boss: Giant Crab

Consumable Items

A plethora of items can be bought in shops or found in dungeons for use. These items can only be used one time, after which point they disappear. Found here is a collection of corresponding data for these items. Note that any item with a "-" in the Buy column means that it can only be found in dungeons. Food items (Round Corn, Striped Apple, Cherry Cluster, Rainbow Grapes, Star Carrot, and Gourd Potato) are only dropped off of defeated enemies and are immediately consumed as they're picked up.

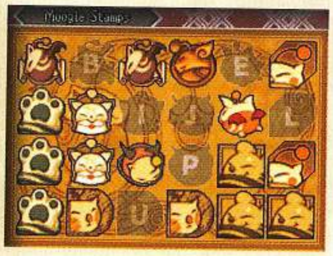
ICON	ITEM	BUY	SELL	EFFECT
	Potion	10	5	Restores 150 HP.
	Ether	15	7	Restores 100 SP.
	Fire Magicite	10	5	Used to cast fire spells.
	Blizz. Magicite	10	5	Used to cast ice spells.
	Thunder Magicite	10	5	Used to cast thunder spells.
	Cure Magicite	15	7	Used to cast Cure. Restores 200 HP.
	Raise Magicite	20	10	Used to cast Raise. Revives dead allies with 20% of their max HP.
	Clear Magicite	10	5	Used to cast Clear. Removes status ailments and restores 5% of max SP.
	Dark Matter	-	-	Casts various Dark and Stun spells when thrown.
	Round Corn	-	-	Restores 80, 100, or 120 HP (amount gained depends on tribe).
	Striped Apple	-	-	Restores 80, 100, or 120 SP (amount gained depends on tribe).
	Cherry Cluster	-	-	Restores 80, 100, or 120 SP (amount gained depends on tribe).
	Rainbow Grapes	-	-	Restores 80, 100, or 120 SP (amount gained depends on tribe).
	Star Carrot	-	-	Restores 80, 100, or 120 HP (amount gained depends on tribe).
	Gourd Potato	-	-	Restores 80, 100, or 120 HP (amount gained depends on tribe).

ICON	ITEM	BUY	SELL	EFFECT
	Phoenix Down	-	-	Revives ally from death with 25% of his/her max HP. (*1)
	HP Boost	200	-	Raises max HP by 2.
	SP Boost	250	-	Raises max SP by 1.
	ATK Boost	500	-	Raises max ATK by 1.
	DEF Boost	500	-	Raises max DEF by 1.
	MAG Boost	500	-	Raises max MAG by 1.
	Fire Pocket	150	-	Increases the amount of Fire magicite you can hold by 1.
	Blizzard Pocket	150	-	Increases the amount of Blizzard magicite you can hold by 1.
	Thunder Pocket	150	-	Increases the amount of Thunder magicite you can hold by 1.
	Cure Pocket	200	-	Increases the amount of Cure magicite you can hold by 1.
	Clear Pocket	150	-	Increases the amount of Clear magicite you can hold by 1.
	Raise Pocket	250	-	Increases the amount of Raise magicite you can hold by 1.
	Potion Pouch	100	-	Increases the amount of Potions you can hold by 1.
	Ether Pouch	200	-	Increases the amount of Ethers you can hold by 1.

*1 Located only in boss battles. Found and seen by using the Yuke tribe ability.

MOOGLE STAMPS

I can't put a stamp on the same place twice, kupo.



Your moogle friends have taken the time to play a little game with you. The object of the game is to collect and add stamps to the stamp card given to you at the beginning of your adventure. Stamps are obtained by finding moogles hidden in the dungeons, who give you a new stamp whenever they are found. Though it isn't necessary to find them to finish the game, collected stamps earn rewards based on the letters collected. These rewards come in the form of either materials or a cool mini-game called "Blazin' Caravans".

STAMP LOCATIONS

The following table is a quick guide for locating each specific stamp. Use this table in combination with the corresponding walkthrough for an area to find their exact locations.

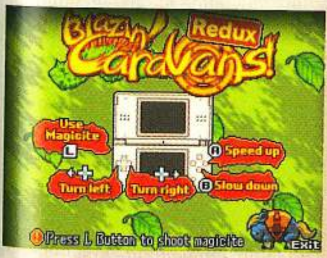
FIELD	STORY MODE			MULTIPLAY		
	1st	2nd	3rd	Normal	Hard	Very Hard
Hill Caves/Valley of Heroes	H			T	H	
Rebena Te Ra	-			U		
Old Town	F	T	F	0	V	S
Mount Vaal (1st)	S	X	B	B		
Mount Vaal (2nd)	K	0	J	Q	R	Q
Abyssus Forest	C	Q	C	J	K	D
Rela Cyel	G	N	I	N	C	N
Sinners' Isle/Kilanda Isle	D	A	P	P		
???/Shadowland	M			A	F	M
Rela Cyel Past	W			X	W	
Crystal Temple	V	L		L		
Lunite Temple	R	U		-		
River Belle	-	E		-	G	E

STAMP REWARD TABLE

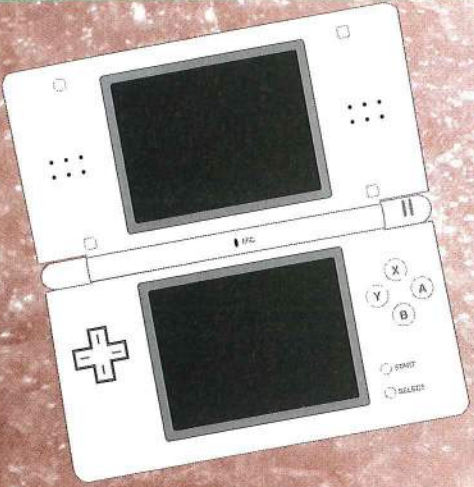
Collecting a specific set of stamps earns a particular combination of rewards. The table provided shows the rewards earned when certain stamp combinations are obtained.

STAMPS EARNED	GIFT
G,M,S	The mini-game "Blazin' Caravans Redux" becomes available for play.
A,B,C	Ruby, Abyssian, Diamond, Dark Crystal, Fine Leather, Iron Silk, Yellow Stone x 2, Silk x 4, Red Fay Dust x 4, Blue Fay Dust x 4
D,E,K	Sapphire, Ultimite, Diamond, Petite Ruby, Fine Silk, Iron Silk, Blue Stone x 2, Leather x 4, Blue Fay Dust x 4, Yellow Fay Dust x 4
F,L,R	Citrine, Ultimite, Diamond, Petite Sapphire, Fine Leather, Iron Silk, Red Stone x 2, Silk x 4, Yellow Fay Dust x 4, Green Fay Dust x 4
H,I,N	Emerald, Meteorite, Ultima Silk, Petite Citrine, Fine Silk, Iron Silk, Red Stone x 2, Leather x 4, Green Fay Dust x 4, Dark Dust x 4
J,O,P	Amethyst, Meteorite, Ultima Silk, Petite Emerald, Fine Leather, Mythril Silk, Blue Stone x 2, Silk x 4, Dark Dust x 4, White Dust x 4
Q,W,X	Onyx, Meteorite, Ultima Silk, Petite Amethyst, Fine Silk, Mythril Silk, Diamond Shard x 2, White Dust x 4, Silk x 4, Leather x 4
T,U,V	Crystal, Abyssian, Diamond, Petite Onyx, Fine Leather, Mythril Silk, Yellow Stone, Silk, Leather, Red Fay Dust
All	Ruby, Sapphire, Citrine, Emerald, Amethyst, Onyx, Crystal, Petite Ruby x 2, Petite Sapphire x 2, Petite Citrine x 2, Petite Emerald x 2, Petite Amethyst x 2, Petite Onyx x 2, Dark Crystal x 2, Orichalcum x 2, Ultimite x 2, Meteorite x 2, Abyssian x 2, Gold x 3, Silver x 2, Garnet x 2, Diamond, Steel x 2, Ultima Silk, Red Sphere x 2, Blue Sphere x 2, Yellow Sphere x 2, Green Sphere x 2, Dark Orb, Holy Orb

BLAZIN' CARAVANS REDUX



Obtaining stamps G, M, and S opens up Blazin' Caravans Redux, a wacky racing game that is playable at any stamp-offering moogle. The object of the game is to win First Place in the race. There are nine courses in all, each being played at a different moogle. Test your worth against each of these courses and go for the gold!



CARAVAN CONTROLS

Right (+Control Pad)	Turns caravan right.
Left (+Control Pad)	Turns caravan left.
A Button	Accelerates caravan.
B Button	Slows caravan down.
L Button	Uses magicite.
R Button	Changes to rear view.

COURSE LOCATIONS

COURSE	LOCATION
Course 1	River Belle
Course 2	Hill Caves / Valley of Heroes
Course 3	Sinners' Isle / Kilanda Isle
Course 4	??? / Shadowland
Course 5	Mount Vaal (1st and 2nd time through)

COURSE	LOCATION
Course 6	Abyssus Forest
Course 7	Crystal Temple
	Lunite Temple (*1)
Course 8	Rela Cyel (past or present)
Course 9	Old Town
	Rebena Te Ra (*2)

*1 Story Mode only

*2 Multiplay only

CARAVAN MAGICITE

Magicite spheres appear along the race track. Picking them up grants access to a single spell attack, which can be fired at your opponents to slow them down. The types of magicite available are:

Red Magicite	Shoots a fireball towards the nearest enemy. Sets their caravan on fire on impact, slowing their travel speed.
Blue Magicite	Sets a sheet of ice behind your caravan. Causes any rivals that drive over the sheet to slip.
Purple Magicite	Fires a bolt of lightning at the nearest opponent, causing them to lose control of their caravan when hit.

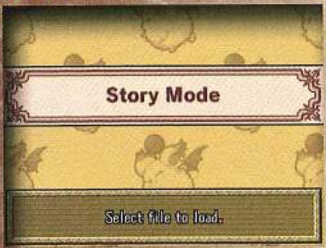
FOOD EFFECTS WHILE RACING

Food items found on the racetrack offer various speed-altering effects. Whether the speed change is positive or negative depends on the tribe you're playing as when you start the Blazin' Caravans game. The following chart illustrates what sort of speed change is granted when a specific tribe picks up a food item. Keep in mind that "Up" refers to a speed boost, while "Down" decreases your caravan's speed.

TRIBE	STRIPED APPLE	CHERRY CLUSTER	RAINBOW GRAPES	GOURD POTATO	ROUND CORN	STAR CARROT	MEAT	FISH
Clavat Male	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Down
Clavat Female	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Up (Small)	Down	Up (Small)
Yuke Male	Up (Small)	Up (Small)	Up (Big)	Down	Up (Big)	Down	Up (Small)	Down
Yuke Female	Up (Small)	Up (Small)	Up (Big)	Down	Up (Big)	Down	Down	Up
Selkie Male	Up (Big)	Up (Big)	Down	Up (Small)	Down	Up (Small)	Up (Small)	Down
Selkie Female	Up (Big)	Up (Big)	Down	Up (Small)	Down	Up (Small)	Down	Up (Small)
Lilty Male	Down	Down	Up (Small)	Up (Big)	Up (Small)	Up (Big)	Up (Small)	Down
Lilty Female	Down	Down	Up (Small)	Up (Big)	Up (Small)	Up (Big)	Down	Up (Small)

STORY MODE EXTRAS

NEW GAME+



After completing Story Mode, you are prompted to save your data file. This file can be accessed again later as a New Game+ file, which starts you at the beginning of the game again with all of the experience points and equipment you earned during your previous play. In addition to keeping your character's strengths, enemies become stronger, while also offering better items drops.

The New Game+ function can be used after each and every time you've completed the game. Each playthrough offers additional benefits and further difficulty increases. However, the game's difficulty does not increase after the 3rd playthrough, nor are any other benefits gained. The following information illustrates the differences between each playthrough.

2nd Playthrough

- Characters start with all experience and equipment earned during 1st playthrough.
- Unlocks "Villa" in Multiplay Mode, Yuri's village. Also unlocks the Hard difficulty level in Multiplay.
- All enemies are stronger and drop better items.
- The items within treasure chests change.
- A new field called "River Belle" unlocks after Mount Vaal is completed.

3rd Playthrough

- Characters start with all experience and equipment earned during 2nd playthrough.
- All enemies are much stronger.
- Shops start selling a powerful piece of armor called "Layle's Jacket", which can only be worn by Yuri.

MULTIPLAY EXTRAS

Additional difficulty levels are unlocked by meeting certain objectives. There are three difficulties in all:

DIFFICULTY	HOW TO UNLOCK
Normal	Initially available.
Hard	Available after completing every field on Normal difficulty level and completing Story Mode.
Very Hard	Available after completing every field on Hard difficulty level.

QUEST	HOW TO UNLOCK
Boss Rush	Clear Crystal Temple on Normal difficulty level.
Boss Ruuush!	Clear Crystal Temple on Hard difficulty level.
Booooss Ruuuuuush!	Clear Crystal Temple on Very Hard difficulty level.

BOSS RUSH

In addition to unlocking difficulty levels, a special quest called Boss Rush is unlocked when completing each difficulty. This mode pits you against every boss in the game back-to-back, with no breaks between battles. The object of the game is to not only defeat all of the bosses, but to also beat them as quickly as possible.

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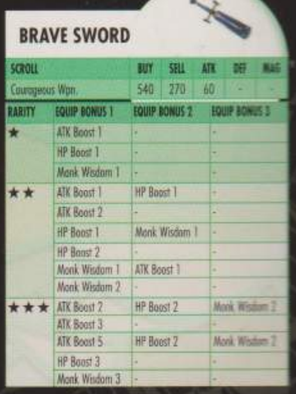
PART 3
"THE FOREST DWELLER"
Abyssus Forest
Plant Pointers
PART THREE: "THE FOREST DWELLER"

BESTIARY

Statistics and item drop data for every beast and rare monster in the game.

WEAPON AND ITEM LISTS

Complete statistics for every weapon, piece of armor, and item in the game. Plus, scroll locations and a list of the items needed to create new weapons and armor!



BRAVE SWORD

SCROLL	BUY	SELL	ATK	DEF	MAG
Courageous Wpn.	540	270	60	-	-

RARITY	EQUIP BONUS 1	EQUIP BONUS 2	EQUIP BONUS 3
★	ATK Boost 1	-	-
	HP Boost 1	-	-
	Monk Wisdom 1	-	-
★★	ATK Boost 1	HP Boost 1	-
	ATK Boost 2	-	-
	HP Boost 1	Monk Wisdom 1	-
	HP Boost 2	-	-
	Monk Wisdom 1	ATK Boost 1	-
	Monk Wisdom 2	-	-
★★★	ATK Boost 2	HP Boost 2	Monk Wisdom 2
	ATK Boost 3	-	-
	ATK Boost 5	HP Boost 2	Monk Wisdom 2
	HP Boost 3	-	-
	Monk Wisdom 3	-	-

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